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INDEPENDENT SUPER NINTENDO MAGAZINE

SUPER PLAY

ISSUE 9

JULY 1993

REVIEWED!

Taz-mania, Capcom's Breath Of Fire, Alien³, Fortress Of Fury, Super Bomberman, Toys, Ghost Of Kitaro

BEAT-'EM-UP SENSATION!
Mortal Kombat • Art Of Fighting • Fatal Fury 2 • WWF: Royal Rumble • World Heroes

TIPPED!

Ranma ½
Exhaust Heat 2
Addams Family: Pugsley's Scavenger Hunt
And lots more!

STREET FIGHTER II TURBO

Better than Champion Edition: The *hottest* game of the year!

A Bee Team Production

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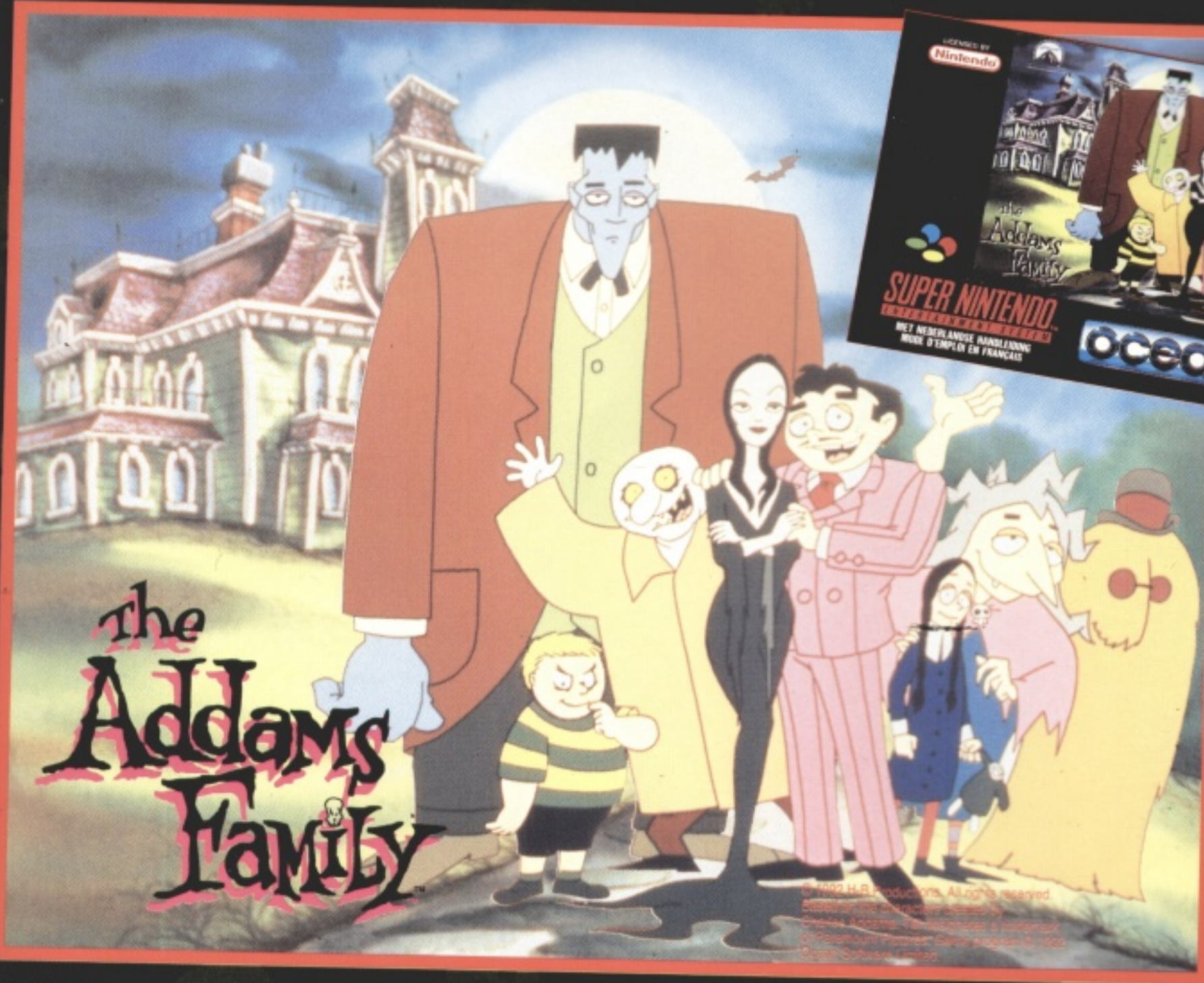
GET READY TO GET SPOOKY, AND GET SET TO GET KOOKY...

IT'S PUGSLEY'S SCAVENGER HUNT™ EN GARDE!



As if things weren't ooky enough! Wednesday has been a perfectly taunting child. She's gone and devised a simply tourturous game which will drive her darling wretched brother, Pugsley, to happiness. How absolutely delicious! Wednesday has hidden six wonderfully strange items somewhere about the Addams Family Mansion. Now, you must guide poor Pugsley on his quest to uncover them. Traps, traps, traps you say! Well , yes. What else would add so much lovely horror to this unaturally delightful fun? Little Wednesday, so full of charming woe, has made sure this adventure will be a doom-filled doozy. There are even hidden switches all about, which produce the loveliest blood-curdling effects when Pugsley runs into them.

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Super Play

Issue 9 July 1993

Editorial & Advertising Offices:
Super Play, Future Publishing Ltd,
30 Monmouth Street, Bath BA1 2BW.
Tel: (0225) 442244
Fax: (0225) 446019

EDITORIAL
Editor: Matt Bielby
Art Editor: Lisa Nicholls
Production Editor: Sue Grant
Staff Writers: Jason Brookes, Jonathan Davies
Designer: Jeremy Bridgeman

ADVERTISING
Advertising Manager: Alison Morton
Advertising Executive: Jane Geddes
Advertising Production: Lisa Read
Advertising Design: Laura MacGregor

MANAGEMENT
Publisher: Steve Carey
Group Publishing Director: Greg Ingham
Circulation Director: Sue Hartley
Managing Director: Chris Anderson

CONTRIBUTORS

Editorial	Photography
Allan Brett	Stuart Baynes
Peter Evans	Ford Robinson
Matthew Allan	Rob Scott
Helen McCarthy	
Tai Ono	
Adrian Price	**Lino & Scanning**
	Simon Chittenden
Cover	Mark Gover
Wil Overton	Nick Harvey
	John Moore
Artwork	Heath Parsons
Nick Davies	Chris Stocker
Wil Overton	Simon Windsor

SUBSCRIPTIONS (See page 96)
All subscription enquiries to: Future Publishing Ltd, Cary Court, Somerton, Somerset TA11 6TB. Tel: (0458) 74011

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Future Publishing

SUPER PLAY EDITORIAL

FROM THE BIG CHAIR

Our full contents listing starts just over the page

WANTED: NEW WRITERS! FUTURE PUBLISHING IS ON A RECRUITMENT DRIVE – APPLY BELOW

I've two important things to say this month. For a start, this month is *Super Play Gold* month. On the 24 June, the first ever *Super Play* special edition comes out – a complete guide to the SNES, including new reviews of every game available on official release in the UK. We've got tips to most of them, too (with a new version of that hard-to-get-hold-of *Super Mario World* player's guide from issue 3).

The other important thing is that Future Publishing are on a recruitment drive, and one thing we're after are console game experts. If you know your games inside out, if you're unbeatable at *Street Fighter II*, if you think you could tell Jason Brookes a bit about the Japanese game scene, and if you could reel off the names of, say, the last five releases on the PC Engine CD, you could be the one for us. (Oh, it'd help if you're a nifty writer, too.) There's an advert to this effect on page 83.

That's it! Enjoy the mag, and I'll see you next ish.

Matt Bielby

Matt Bielby,
Editor

INDEPENDENT SUPER NINTENDO MAGAZINE
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Inside the world of game music...54

MUSIC, MAESTRO, PLEASE!

Sound's really important, you see. It helps generate much more of the atmosphere and excitement of a game than most people recognise. All the top games players know this, though, so this month Jason Brookes chats to famous game music writer Chris '*Turrican*' Hülsbeck, Konami's sound team, and industry veteran Tim Follin, about writing music for games. To go alongside this we've reviewed the best of the Japanese game music CDs too. It's an aural feast!

SPECIAL FEATURE!

SUPER BOMBERMAN

And *Super Play*'s multi-player games celebration!.....38

Oh dear. It's like this, you see. What started out as a fairly sensible review of a promising new game soon degenerated into, well, goodness-knows-what – grabbing not one, not two, but *three* extra pages, in a mad attempt to persuade you that playing against your friends *really is* where it's at. (We're expecting the complaints to start flooding in any day now...)

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Last month *Super Play* broke the news that *SFII Turbo* – the best version of the most copied arcade machine of recent years – was coming to the Super Nintendo! This month we show you *why* this is so exciting, with details of the new moves, the new colour-schemes, and everything else that makes *Turbo* blow all others away!

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A Bee Team Production

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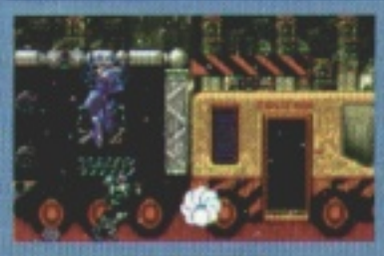

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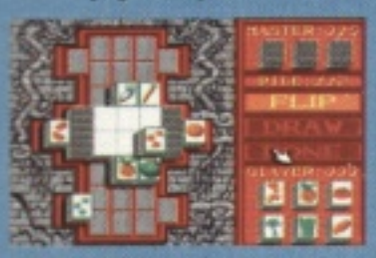

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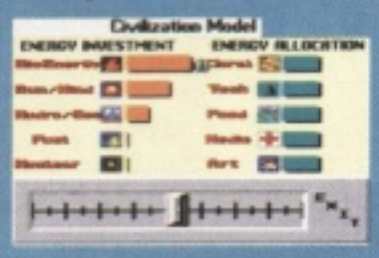

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SUPER EXP

NEWS NETWORK SUPER NINTENDO NEWS NETWORK SUPER NINTENDO

THE SUPER MARIO COLLECTION LOOKS GREAT!

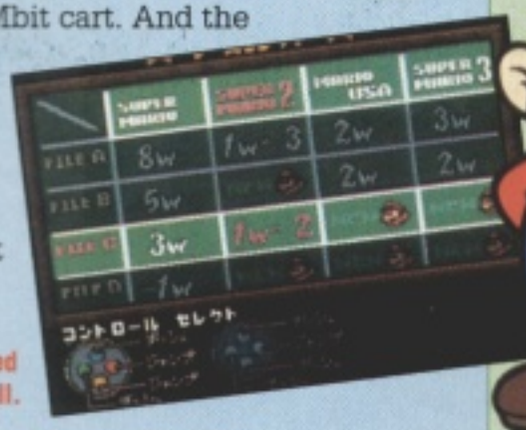
FIRST PICTURES

...and seems to be the next 'must buy'!

This month in Britain's liveliest SNES news pages: *Final Fight 2* previewed! A new RPG column! We look at loads of fabulous *SFII* models! Peter Evans goes Tokyo house-hunting! And reviews of your fanzines!

Last month, if you remember, *Super Play* brought you news that Nintendo have announced the *Super Mario Collection*, a Super Nintendo compilation of all four NES *Mario Bros* games packed into one cart. Well, this month we've actually got some pictures, and can tell you plenty more about it.

The games in the *Collection* will each be playable in their own right, and will each come with its own four-slot battery back-up. That will make them somewhat easier to get through than the originals, but otherwise, bar minor refinements, they'll play identically – good news, as the originals were excellent games. Graphics and sound will be hugely improved, though, thanks to a 16 Mbit cart. And the release date? 14 July in Japan, we'll review it on import – and should have details of a UK date, next month. Until then, take a look at what's in store...



Each game can have four saved positions – that's 16 in all.

SUPER MARIO BROS

The original, introducing all the *Mario* game basics. Not huge, at just eight worlds, but very playable and still quite popular on the NES.

Left: The NES original. Below: The SNES version.

SUPER PLAY PROFILES

JULY 1993 ISSUE 9

This month we're wearing sunglasses.

MATT BIELBY

Sunglasses by: *Total!*
Hair styled by: The elements
Favourite designer: Natasha (a friend of mine)
Preferred beachwear: Mambo
Wouldn't be seen dead in: Lycra
Favourite fashion accessory: My car
Like to be seen at: American computer shows (hint!)
Favourite supermodel: Naomi Campbell
The next big thing will be: Japanese youth culture

SUE GRANT

Sunglasses by: French Connection
Hair styled by: Me
Favourite designer: Oxfam
Preferred beachwear: A pair of sunglasses
Wouldn't be seen dead in: Blackpool
Favourite fashion accessory: Flowery leggings
Like to be seen at: Tapas bars in Madrid
Favourite supermodel: E-Type Jaguar
The next big thing will be: The Apocalypse

JASON BROOKES

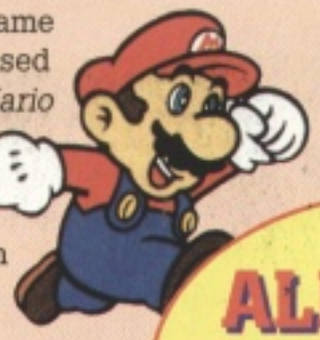
Sunglasses by: Bloc (expensive ones)
Hair styled by: My scissors
Favourite designer: Kirsten Teisner
Preferred beachwear: Swim shorts
Wouldn't be seen dead in: Bikini briefs
Favourite fashion accessory: A Westie
Like to be seen at: Sainsbury's
Favourite supermodel: Nikki Taylor
The next big thing will be: Bacon Dans

RESS

NEWS NETWORK SUPER NINTENDO

SUPER MARIO BROS 2

The sequel picks up where the first game leaves off and, oddly, was never released on the NES outside Japan – we got *Mario USA* instead. (Because, we think, *Mario 2* was originally sold on the NES disk system.) That makes it probably the most interesting game in the collection. It's also reckoned to be the hardest *Mario* game of them all.



ALL FOUR GAMES ON ONE CART!

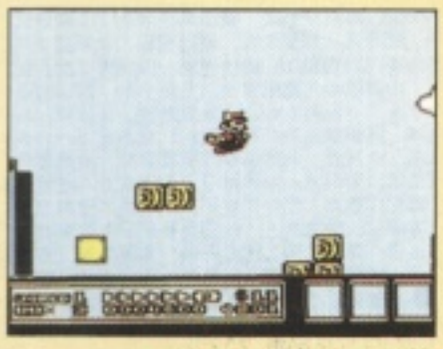
Before – and after. Graphical improvements over the NES games include a special slimmed-down Luigi – he was just as chubby as Mario in the originals.

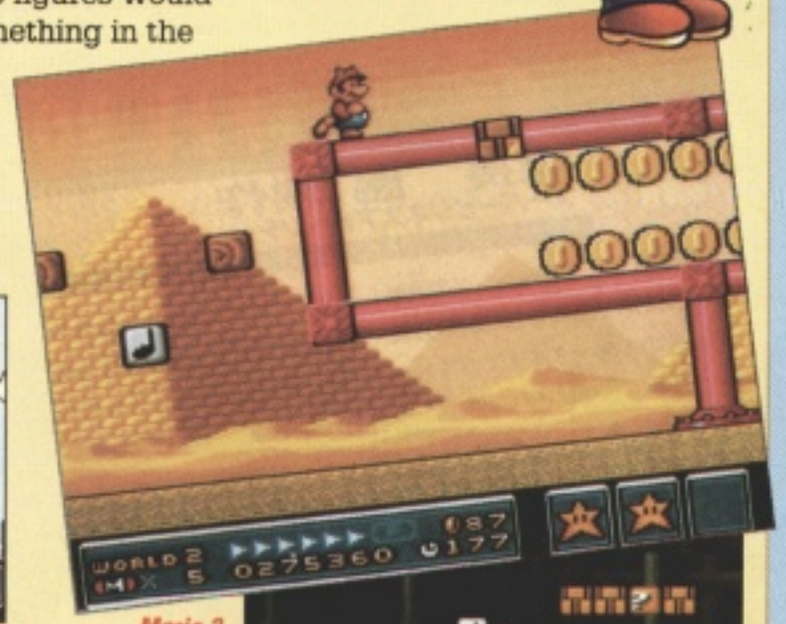
Above right: The original *Mario Bros 2*, which Western players will never have seen before! Right: Don't the graphics look nicer in the new version?

SUPER MARIO BROS 3

Super Mario Bros 3 is much bigger than the first two games, and true games players argue that it's the best *Mario* game of all – better, even, than *Super Mario World*. Sales figures would seem to confirm this: something in the region of 15 million copies worldwide. The version on the *Super Mario Collection* will have all the secret bits and cheats of the original.

A Super Leaf transforms Mario into a flying raccoon! Watch out, too, for Kuribo's shoe.

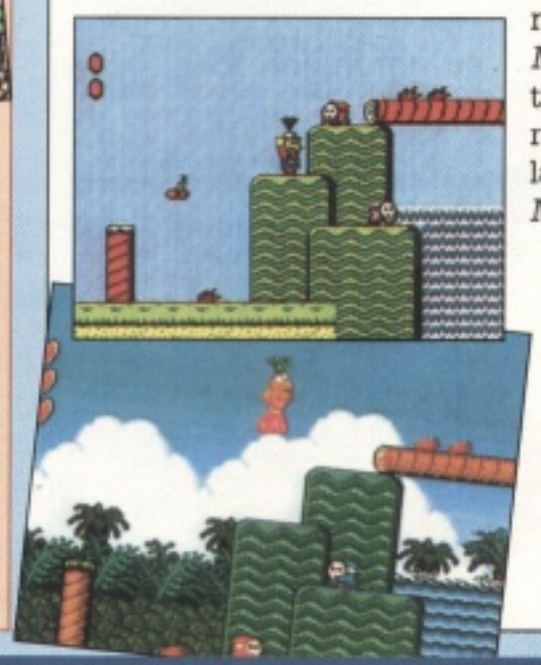




Mario 3 on the NES (above left), while perhaps the best video game ever, looks nicer spruced up for the *Super Mario Collection* (right and, er, sort of right and up a bit).

SUPER MARIO USA

And this is what we Westerners know as *Super Mario Bros 2*. It started life in Japan as a game called *Doki Doki* panic, with an Arabian setting and a completely different cast of characters – hence the weird music. After a change of graphics it was released in the West as *Mario Bros 2*, and then the same game was released in Japan last year as *Super Mario USA*.



Compare the NES game (above left) with the new, improved version (below left). You can choose from a cast of four differently-skilled characters (right), Toad in this case.

JONATHAN DAVIES

Sunglasses by: *Total!*
Hair styled by: Whoever's cheapest
Favourite designer: St Michael
Preferred beachwear: Rolled-up trousers and a knotted hanky
Wouldn't be seen dead in: A baseball cap
Favourite fashion accessory: My smile
Like to be seen at: Waitrose
Favourite supermodel: Don't know any
The next big thing will be: Sensible shoes

LISA NICHOLLS

Sunglasses by: Jigsaw
Hair styled by: My mum
Favourite designer: Helen Storey
Preferred beachwear: Lots of suntan lotion
Wouldn't be seen dead in: A fur coat
Favourite fashion accessory: Wesley, my friend's cat
Like to be seen at: Monte Carlo
Favourite supermodel: Kate Moss
The next big thing will be: Our new office

JEREMY BRIDGEMAN

Sunglasses by: A naff shop in Newquay
Hair styled by: John Day
Favourite designer: Ralph Lauren
Preferred beachwear: A wetsuit
Wouldn't be seen dead in: Tesco
Favourite fashion accessory: Smart pin badges
Like to be seen at: Gap
Favourite supermodel: Cindy Crawford
The next big thing will be: Fred Flintstone and Dinosaur accessories

SUPER PLAY PROFILES QUIZ

Okay, time to identify which member of the *Super Play* team this happened to: While driving down the M5 recently, this team member watched in horror as a caravan started wobbling around a lot, span round, came loose from the car towing it, then smashed into the central barrier, the car ending up in fire on its side. (Luckily, the occupants were OK.) Answers to: *Super Play*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW, and you might win a T-shirt. Last month's answer: Jason fed his jailed chum.

Beat-'em-up special!

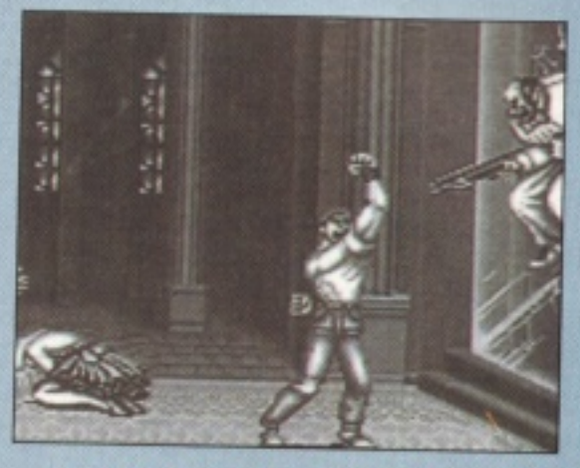
Final Fight 2 has no room for Guy or Cody, so Carlos Miyamoto (back left) and Maki join Haggar instead.

Even *SFII Turbo* not enough to keep you in beat-'em-up jollies? Then check out this little lot...

THE BEST SCROLLING BEAT-'EM-UP EVER?

FINAL FIGHT 2

One of the biggest games of this Summer, *Final Fight II* is also shaping up to be one of the best. The big difference between this game and the first one is that it, at last, allows for simultaneous two-player action. The other big difference, especially for those who bemoaned the loss of arcade character Guy from the Super Nintendo version, (some going to the lengths of buying the spin-off version *Final Fight Guy* to get their hero) is that this time both Cody *and* Guy have been thrown out, to be replaced by two brand new characters, Carlos Miyamoto from Brazil, and Maki (a female character, and Guy's childhood sweetheart). The Mad Gear bad guy gang have kidnapped Maki's sister, Lenna (Guy's new fiance!), plus her old dad (Genryusai, Guy's old mentor), and carried them off to Hong Kong – it's up to big, bad Haggar and the two newies to rescue them and save the day. New features include a bonus section where you get to beat up the enemy's flash new 4WD truck!



And this is where we left the story last time: Cody finishing off Mad Gear boss.

The game's recently been bumped up from 8 to 10 Mbit in order to cram everything in. It's looking a bit good, don't you think? Reviewed next ish.

Carlos and Maki prove they can kick butt with the best of them in this two-player shot (above), while Haggar shows that the old man still has it in him (right). Meanwhile, Carlos decides to show off.

Big Eric has a set of electrical cattle prods. Eek! No match for Maki, though.

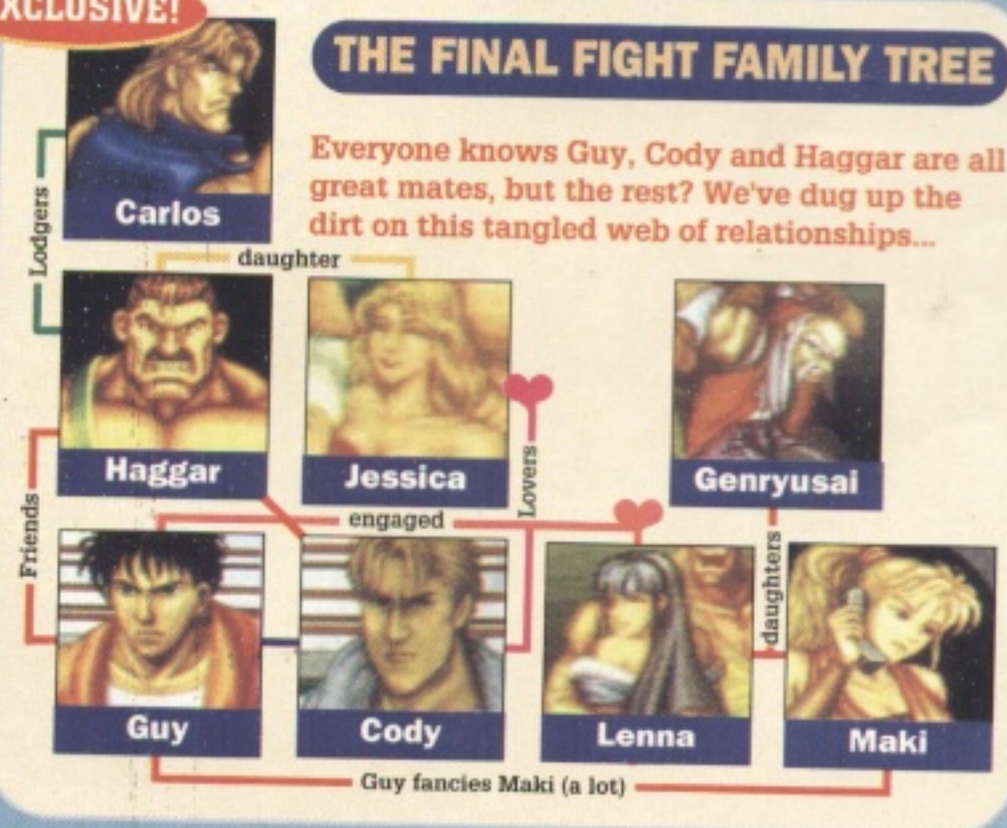
'Hey Carlos, this one's had its foot tagged.'

Far left: Looks like Maki's the favourite.

EXCLUSIVE!

THE FINAL FIGHT FAMILY TREE

Everyone knows Guy, Cody and Haggar are all great mates, but the rest? We've dug up the dirt on this tangled web of relationships...



Carlos – who, despite his surname, is meant to be Brazilian – uses this savage-looking energy sword to great effect. Notice anything familiar about the background to this shot, perchance?

Yes, it's Chun Li, enjoying a bowl of rice! Below: And would you believe it! It's the all-American Bad Boy Guile!

'Hey! Look at this great photo of me kicking the stuffing out of that wimp Haggar the other day. And I can't wait to do the same to that Matt Bielby next month when he reviews us!'

NEO GEO GAMES A-GO-GO!

Art Of Fighting features huge sprites.

ART OF FIGHTING

(KAC)

A 16 Mbit beat-'em-up, and one we have high hopes for – though the coin-op isn't as good as *Fatal Fury 2* – if only because KAC did such a good job on stuff like *2020 Baseball*. *Art Of Fighting* coin-op innovations include an ability to zoom-in for close-quarters combat (it's unclear if this'll be transferred). The plot is standard – baddies Mr Big and Mr Karate have kidnapped hero Ryo's sister, so he and his pal Robert set out to rescue her. The rest of the eight characters you can pick are the main bosses' henchmen, such as John Crawley (the mad sailor), a crazy fighter from the Navy. This one should be available on import in October.

Watch this guy! Below: That bubble gum is up to no good!

WORLD HEROES

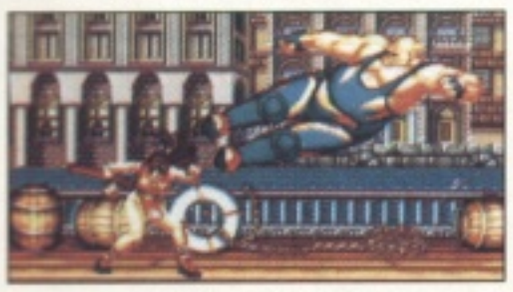
(Sunsoft)

Some great backdrops to the time-travelling *World Heroes*.

Art Of Fighting ain't the only 16 Mbit head-to-head ex-Neo Geo beat-'em-up about to appear on SNES.

There are a couple more, too! The structure of *World Heroes* is more than familiar (knock over your opponent twice in three rounds to continue), as are some of the characteristics of our heroes (called 'Time Warriors', not 'World Warriors', because they battle in different time zones). There are lots of special moves, but the use of weapons, at least, is new, as is the ability of the main boss to change into any of the Warriors at will. It's got less depth than *SFII*, but might still make a good buy. Expect a Jap release in July.

Now that's what we call a special move!



FATAL FURY 2

(Takara)

For those who think *Final Fight 2*'s 10 Mbit is still too weedy, *Fatal Fury 2* might be the answer – it'll more-than-likely be 16 Mbit, though they haven't made their minds up yet. This *SFII*-style beat-'em-up has been on arcade (from SNK) and Neo Geo (basically the same thing) previously, but the SNES version hopes to keep most of their good features – Terry and Andy Bogard (our heroes) are back, as is their karate-pal Joe Higashi, but this time there are five new characters too, each with their own special moves. It's got a same-character vs same-character option too. A good-looking game, but unlikely to worry *SFII Turbo* much! *Fatal Fury 2* is scheduled for a Summer release.

Talk about a weight advantage, Raiden! Our girl had better be fast and fancy on her feet, that's for sure!

Behind you! This guy's display of cool could be his undoing if Tel's punch connects!

Our man in Japan, Peter Evans, has been house-hunting this month – a sobering experience, as you're about to learn. Don't worry, though – in between he's been checking out the new games, including Human's latest...

LIVE FROM HELL CITY

The view from a typical concrete balcony of an average apartment. Not exactly inspiring stuff, is it?

A friend of mine has been looking to rent a new apartment this month, and helping her out has been a pretty weird experience. For a start, the tiniest rabbit-hutch is known as a 'mansion' over here, which is confusing to say the least. 'Apartments' are two-floor wooden structures with minimal sound-proofing, 'mansions' are the same thing, but made of reinforced concrete and often bigger, while 'one-room mansions' are rather like student bed-sits in Britain, though usually better furnished (for these sorts of prices, they better had be!).

The hunt went, so far anyway, something like this:

STAGE 1 Pick up the weekly home-finder magazines (the top one runs to over 1,000 pages on a bad week), an initially-confusing mass of text. It turns out everything is organised by the railway line it's on. You select the line you want, then follow the stations along, with masses of properties (organised by price) for each one. The stuff that fell into our price-bracket (still ludicrously high by British standards!) were in Sangubashi, Soshigaya-Okura and Mukogaoka-Yuen, so we planned our hunting around these.

And now Studio Hell City, *Super Play*'s Japanese wing (ie basically Peter's gameplaying mates), looks at the games turning Japanese heads this month...

MUTANT FIGHTER DEATH BRADE

I'max ▪ Release TBA ▪ ¥9,700

Funnily enough, this game's origins are rooted in the arcades too – it started life a couple of years ago as a Data East coin-op. (When it was converted to the Mega Drive under the name *Fighting Masters*.) The coin-op was a two-player one-on-one beat-'em-up with monsters and warriors, rather like *Battle Blaze*, and was great fun. On the SFC it's going to be 12 Mbit, but no release date has been announced yet. And yes, 'Brade' *was* meant to read 'Blade' originally.

Like all the best hack'n'slash games *MFDB* (as we've learned to call it) is most fun with a couple of players.

SONIC WINGS

Video System ▪ July ▪ ¥8,900

The latest, and certainly one of the nicest-looking, of the wave of recently announced Japanese shoot-'em-ups is a conversion of the *Sonic Wings* coin-op from Video System, the people behind *Super Volley II*. Perhaps the best aspect of this 10 Mbit up-the-screen blaster will be the two-player option, something that's been announced since we first mentioned the game in ish 7. The conversion is a brave attempt, considering how action-packed the original was, but as the arcade game had a special tall screen to give the player a clear view of what was coming down at him, things will probably have to be scaled down in the conversion. *Sonic Wings* is expected in July.

Nice graphics, but it's the simultaneous two-player option that makes *Sonic Wings* so good.

STAGE 2 This is the bit where being Japanese is really a big help – the bit where you start using the phone. Having a fax machine is a must too – the agents (many of whom don't want 'gaijin', or foreigners, living in their properties, which can be a bit of a pain!) like to send you a floor plan and outline details to look at, including the cost of 'Shikikin' (deposit) and 'Reikin' (key money), usually equal to two month's rent each!

Key money, it turns out, is basically a bribe, though it's usually referred to as 'thank-you money' to the landlord – one good thing about the recession is that it has at last made this negotiable. The way it used to be, your two-month's rent-worth of bribe would have been enough to rebuild some places from the ground up!

STAGE 3 Time to start walking. Being a Westerner out on the streets, especially in suburbs like these, you still get a strange reaction. Many Japanese are very put out, but they don't say anything because my (female) companion is Japanese, and I might be her husband. (You can see them make hasty checks for wedding rings.) Happily, however, a large number are more enlightened.

STAGE 4 Having chosen our apartment, the time to sign something had come. At this point you're meant to sign your name in blood 47 times before you even get a whiff of the key. To be honest, this has thrown us a bit, and we're still struggling with the contracts (not to mention raising the money!) Maybe next month, eh?

My friend and – native guide, Kiyomi Yamanaka, stands outside the Mukogaoka apartment, while (right) here's the view west from that flat's window. We're technically outside Tokyo here, but not far!

The first of the flats we looked at had this large living room area, but a fair number of stains on the walls and ceiling!

PETER'S FLATS

Which one would you choose?

● A 20-year-old Western-style flat, six-floors up, air-conditioned, 64m², ¥278,000 a month (about £1,600!). The owner said it might be a little noisy for foreigners, being on a main road, but it did have an all-round balcony, with a great view of the tall bits of Shinjuku, about 2km away.

● A 14-year-old Western-style flat, air-conditioned, 76m², 250,000¥ a month, in the Yoyogi area, a stone's throw from the park. Nice view, but very high up the tower block, and we'd need four (!) months deposit to get it. No balcony either, and the windows were small.

● A 22-year-old flat on the second floor of a building near the expressway into Shinjuku. It's bigger than some (82m² – the agent said it was big enough to play tennis in!), but was decorated Japanese-style, not to mention being virtually underground! Price: ¥260,000.

● A five-year-old, 66m², Japanese-style flat in Mukogaoka-Yuen (technically outside Tokyo, but not very) for ¥178,000. This was obviously lots cheaper (only £1,000!), but it was depressingly dark, and again with tiny, tiny windows.

Reasonably sized rooms, but then they should be for the price!

Human are brill at sports games – *Human Grand Prix*, *Super Soccer* etc prove it.

HUMAN BASEBALL

Human ▪ August ▪ ¥8,600

'Fraid so – it's another baseball game. It's probably getting so much attention over here because Human have been responsible for so many top sports games, on SNES and PC Engine. *Human Baseball* differs from its rivals in using Mode 7 (like *Pro Baseball League '93*) to scroll the field in realistic perspective. And it's also got that all-American flavour that so many Japanese baseball games lack. We're looking forward to it loads.

Okay, so it *does* look like every other baseball game.

GAME MERCHANDISE: Konami video – a *must* for fans!

Here at Studio Hell City we've got loads of your letters asking for more on all the game merchandise you get in Japan – models, laser discs, GSM (game sound music), etc. From now on we'll be looking at the best each month, starting with a new video from Konami.

***Legend Of Dracula* (*Castlevania*) fans will go ape over this video!**

GOEMON

OAV▪ Konami ▪ ¥4,800 ▪ Out now

This OAV (original animation video) was first released in 1991 but, oddly, was only ever available as a prize in a big competition. Now, due to public demand, it's being properly released to celebrate the 5th anniversary of *Goemon*, the distinctive warrior character out of the Super Famicom game *Ganbare Goemon* (*Legend Of The Mystical Ninja* in the US).

Goemon first appeared in an 8-bit Famicom game, but is to return on the SFC soon. The vid also has other Konami charas, like Vic Viper (from *Gradius*), *Twinbee*, and Dracula out of the *Legend Of Dracula* series (which you'll know as *Castlevania*).

The sickest beat-'em-up of them all!

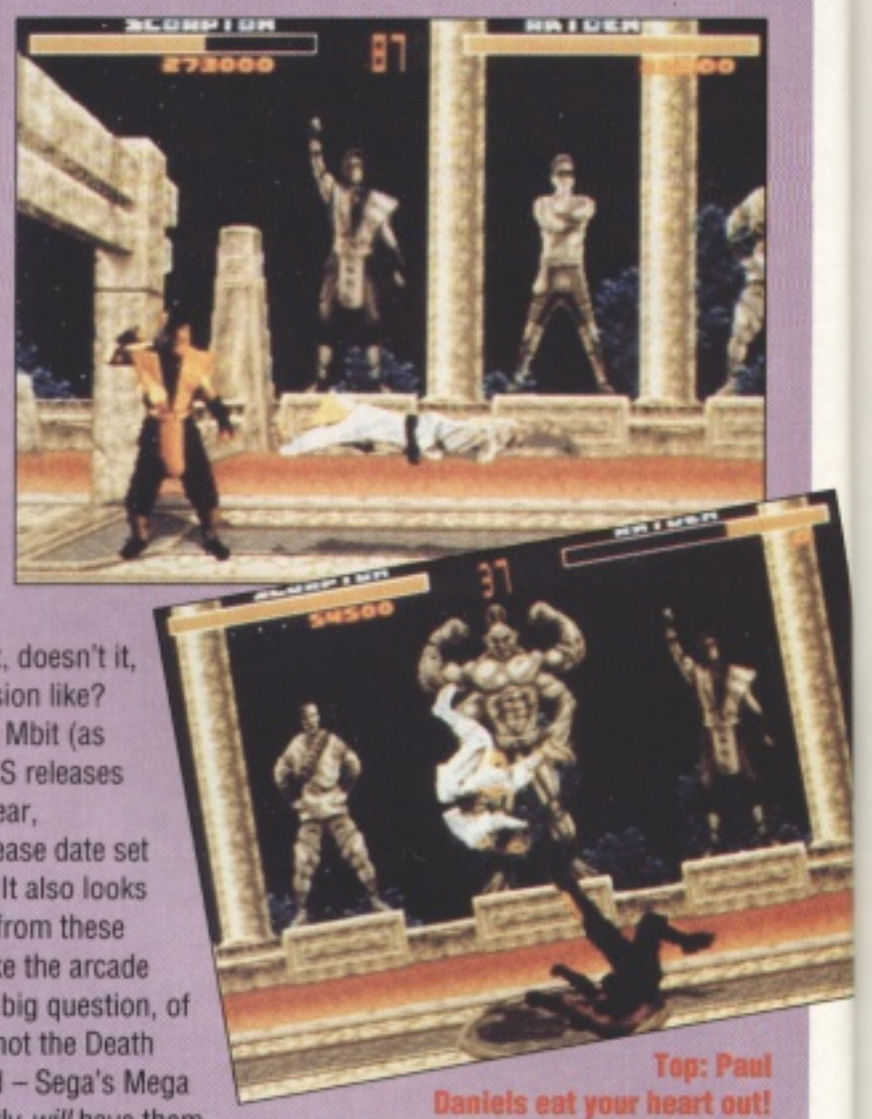
MORTAL KOMBAT (Acclaim)

This is the biggie, all right – one of the most popular arcade machines of the past year, brought to the Super Nintendo by Sculptured Software, the folk behind *Super Star Wars*, *Bart's Nightmare* et al. *Mortal Kombat* is, of course, a beat-'em-up, the big thing about it being that a) it features digitised sprites not unlike *PitFighter*'s (but much, much better), and b) that it's packed with mucho violence – each competitor finishing his opponent off with a patented 'Death Move', most of which result in loads of gore flying all over the screen. Make no mistake, you've never seen anything like *Mortal Kombat*.

So how was it done? Well, as mentioned, the coin-op, a Bally-Midway production, makes a radical departure from most fighting games by using real-life actors to play the parts of the combatants. Some were apparently martial arts-fan friends of the coin-op programmers from school, while the statue of Buddha from one level is actually a digitised representation of one of their neighbours' garden ornaments! However, videotape of the actors was only the starting point – the game is packed with plenty of stuff real people just couldn't do (not without suffering severe damage, that is). From decapitation to disembowelment, from impalements on spikes to being burned alive, the Death Moves make playing the game a real gross-out experience at times. (Happily, though, you can turn them off if it all gets too much.)

Top: Er, the title screen.
Above: Sub-Zero freezes Goro.
Below: The 'choose your fighter' screen.

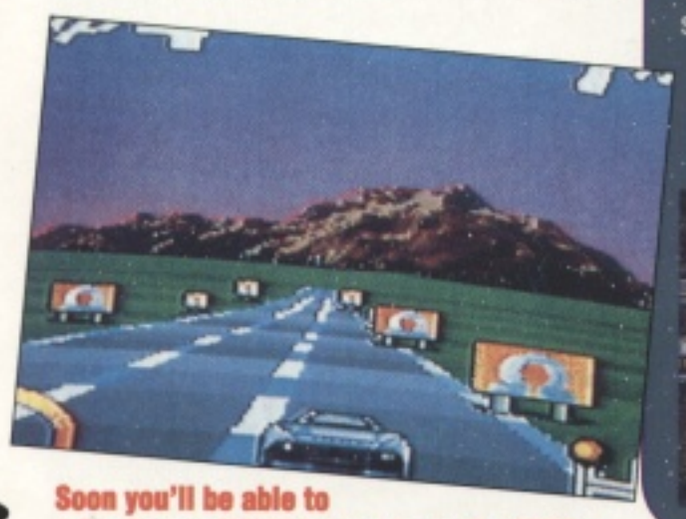
It all sounds great, doesn't it, but what's the conversion like? Well, for a start it's 16 Mbit (as nearly all Acclaim SNES releases will be over the next year, apparently), with a release date set for the end of August. It also looks great (as you can see from these screenshots) – very like the arcade original. However, the big question, of course, is whether or not the Death Moves will be included – Sega's Mega Drive version apparently *will* have them, but the notoriously squeamish Nintendo could well demand they're taken out. No final decision has been taken at the time of writing, but Acclaim, for obvious reasons, are campaigning strongly to keep them – without this over-the-top gore, much of the 'specialness' of the game is lost. Keep tuned to *Super Play* for details – we'll have more on what's surely one of the hottest games of the year, including a sneak look behind the scenes, next month.



Top: Paul Daniels eat your heart out!
Above: Break-dancing? There's no denying it – *Mortal Kombat*'s got it all!

JAGUAR XJ220 (JVC)

Fancy taking the world's fastest production car (apart from the McLaren F1, but that hasn't gone into production yet) for a spin on your SNES? Well now you can – or you will be able to as soon as the Super NES version of Core Design's racing game appears from JVC. It's gone down a storm on the Amiga and Mega CD, and Jonathan, one of the Amiga version's most ardent fans, insists that this picture isn't typical of the normally other-car-packed game.



Soon you'll be able to take *Jaguar XJ220* for a spin on the SNES.

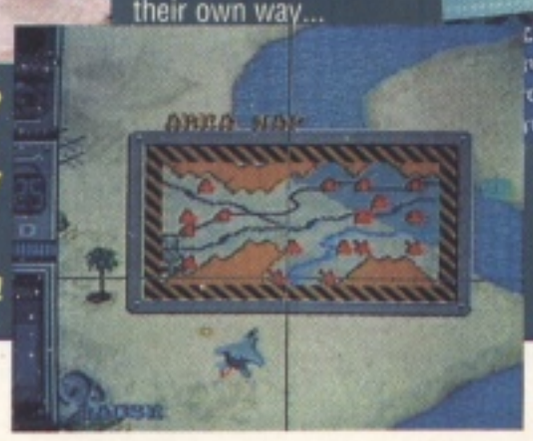
Operation Desert Storm (Seta)

Attention *Desert Strike* fans! Japan-based Seta's got a newie coming up that, while it doesn't seem to have any helicopters in, bears considerably more than a passing resemblance to Electronic Arts' top shoot-'em-up. Have a look at the pictures and you'll see what we mean – the same four-way scrolling playing area, the same Middle Eastern setting, the same style of graphics, the same TV news coverage, the same everything, really. Except, rather than a chopper, you're flying around in a selection of American warplanes.

And *Operation Desert Strike* doesn't mince its words, either – this time you really are in the Gulf, fighting the Iraqis.

The odd thing is, though, that even though we loved *Desert Strike* to bits and gave it a whopping 90% in issue 4, it wasn't all that well received by the fickle Japanese. Perhaps they just prefer to do things their own way...

Helicopters? Ptui! Try an A-10 (left) or an F-15 (above). Much faster!



It does all look remarkably familiar, doesn't it? Only playing will tell, though...

IT'S... THE SUPER QUIZ!

Okay, so it isn't all that Super. In fact, the first few levels (excuse the daft game metaphor) are easy. But you'll need to be a real games champ to make it to the End-Of-Quiz Boss. (Oh, and no using Action Replay codes to cheat, okay?) (*I'm really sorry about this – Ed.*)

EASY

1) Which non-Formula One driver's face is plastered all over Gremlin Graphics' new Formula One game?
2) Where's the Future Entertainment Show being held this year?
3) How many *Lost Vikings* are there?

NORMAL

4) Where does the umlaut go in *Silent Mobius*?
5) What's the cheat to play the bosses on *SFII*?
6) Which Japanese racing driver is the 'hero' referred to in *Super F1 Hero*?

HARD

7) What is the current official fastest time for Mario Circuit 1 on the *Mario Kart* time trials?
8) How do you do Guile's master combo?
9) Who is Ranma's girl?

END-OF-QUIZ BOSS

10) OUTER DEFENCES
Take the number of games beginning with either Q or R in What Cart? in issue 8 of *Super Play*.

SCOUT SHIPS
Take the four-digit number from the title of KAC's futuristic baseball game, divide it by the number of the page *Super Play*'s review of *Chuck Rock* was on. Multiply the fractional part of the number that's left by the rating *Super Play* gave *Outlander*'s graphics.

ENEMY BASE
Take the integer part of the number you get if you divide the number of locations in the forthcoming *Might & Magic II*, divided by the number at the end of the title of the anime film *Cyber City Oedo*... something.

COMMAND CENTRE
To deal the final blow, take the three numbers you arrived at on the way in and translate them into letters of the alphabet. You've now got an anagram of the name of a game character. What sort of animal is he (or she)?

WHAT'S THE NAME OF THE GAME?

Super Play's delves into the inexplicable world of software marketing...

JAP NAME	US NAME	REASON FOR CHANGES
Super Aleste	*Space Megaforce*	Aleste – a Japanese word that comes from the word 'arrester', in its (obscure) meaning as a lightning conductor – has no significance in English, hence the change for the American market.
Brass Boss	*Doomsday Warrior*	*Brass Boss*, presumably, just sounds stupid to the Americans.
Ranma 1/2	*Street Combat*	The *Ranma 1/2* cartoons, while massive in Japan, aren't known in America. Irem decided all the unusual characters might be confusing, so they used awful generic American ones instead.
Dead Dance	*Tuff E Nuff*	Once again, a more street cred, less 'weird' name was chosen for the US release of Jaleco's 16 Mbit beat-'em-up, giving the game a small, but nevertheless definable, loss of character.
GPX Cyber Formula	*Cyberspin*	Again, the unknown-in-the-US nature of the anime original saw a simplification of the name, as well as the replacement of all the interesting Japanese characters with boring American ones.

And, of course, there are plenty more examples where these came from (everyone knows the *Contra Spirits/ Contra III/Super Probotector* name-swapping frenzy, for instance) – we've barely scratched the surface of the issue here. To that end we'll be looking at the differences between the US and Japanese game industries next issue. We're going to open up a whole can of worms here, that's for sure...

SUPER PLAY'S HOT LIST

You'll notice we've changed the Hot List this month. Here's each of the *Super Play* team's current faves.

MATT

'The most accurate depiction of the thrill I feel when I'm driving my Datsun Z comes from *Nigel Mansell F1 Challenge*. *Exhaust Heat II* comes close, although I like my driving games to be a bit more realistic. And I had lots of fun with *Bio Metal*, although I didn't get very far through it.'

SUE

'I've been playing *Shanghai II*, much to the puzzlement of the rest of the team. That's when I'm not playing *Tetris*, which I'm *still* hooked on. And *Pop'n Twinbee* – everyone says it's too easy, but I keep getting killed on level one. I like *Syo The Seal*, too, although I'm not sure what I'm supposed to be doing in it, as it's all in Japanese. And *Exhaust Heat II*.'

JASON

'Call me boring (*You're boring – Ed.*) but I've been playing *2020 Baseball* lots recently. It's a fast, exciting game, and nothing like a normal baseball game. I'm also still working my way through *Solstice II*, a truly fab game, with great music. And *Exhaust Heat II*'s fun, too.'

JONATHAN

'I really liked *Super James Pond*. I know it's not the last word in platform games, and I know it slows down worse than just about any game ever, but it's still good fun and I still haven't finished it. I thought *Pop'n Twinbee* looked really nice, but I found it a bit boring. I'm still playing *Starfox*, to be honest, and *Syo The Seal*. No, I am, really.'

LISA

'I don't really understand games. And I hate it when animals get killed. But I do like that one... what's it called? That one with the seal. (Syo The Seal – *Ed.*) He's really sweet, especially when he goes "Eeek! Eeeeek!". And I liked Twin'n Pop Bee.' (Pop'n Twinbee – *Ed.*)

JEZ

'Guess where all the grabs in our *Exhaust Heat II* guide came from? That's right – I've been playing that an *awful* lot, although I haven't quite managed to get onto the Formula One races – it's harder than it looks. And, at the risk of looking like a complete Jason, *2020 Baseball* is another one I like. It's brilliant with two players, as me and Jason discovered.'

The original Barcode Battler – available in UK.

AT LAST! THE BARCODE BATTLER IS HERE!

By now most of the UK mags have picked up on the bizarre story of the Japanese Barcode Battler – the handheld game that took the country by storm last year. (It contains a character-vs-character game, where the qualities of each hero are determined by the numbers on a fed-in barcode from the packaging of all sorts of domestic goods. In Japan a brand of noodles saw sales soar when kids realised its barcode gave very powerful characters indeed!)

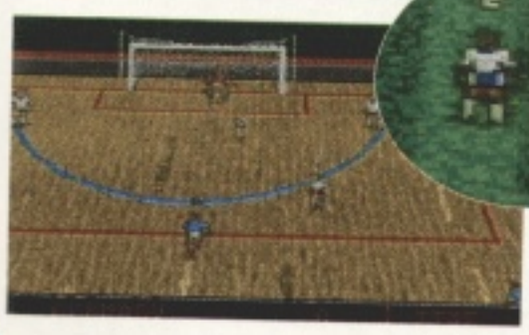
Well, now the Barcode Battler is available here – Harrods already stocks it, with many other stores getting it in soon. The *Sunday Times* have run a piece on it (in which 'top games expert' Michael Bond, author of the *Paddington* books, called the Barcode Battler 'sinister'!) so expect sales to climb. The price? Around £40.

Meanwhile, here's the Japanese Barcode Battler II, linked to a Super Famicom for top role playing fun.

STRIKER (Elite)

We showed you a bit on *Striker* from Elite last issue, but here're a couple more pictures. This is a very easy-to-play soccer game, yet one that allows for almost every conceivable option (from customising your team outfits to turning on or off the new FIFA rules). We expect it to easily eclipse existing SNES soccer games on its release in mid-August (£44.99) – at least until *Sensible Soccer* (from Sony) shows its face. The RPG *Might And Magic 2* will follow in July.

***Striker* has indoor-pitch options and functional, rather than beautiful, graphics.**



FANHUNTER: SUPER PLAY'S FANZINE ROUND-UP

Fanzines? Fanzines? You've been sending us quite a few, so what we'll be doing from now on is giving a plug to the one we like most each month. To set the ball rolling, here're three oldies we've received!

CAPCOM FANZINE

Rather than trying to take on mainstream magazines at their own game, *Capcom Fanzine* succeeds by finding a niche – albeit an odd one. Its philosophy seems to be that Capcom games are the only ones worth playing, so it's full of news about, and reviews of, Capcom games, and nothing else. There's lots on *SFII*, as well as an attempt to list every single Capcom game ever.

The *Capcom Fanzine* is well researched, intelligently written and imaginatively designed by someone who obviously cares a great deal about his subject. If you're not already a Capcom fan, you most likely will be after sending £2 to Dan Jevons, Chalice Hill House, Dod Lane, Glastonbury, Somerset BA6 8BZ.

MERCURY

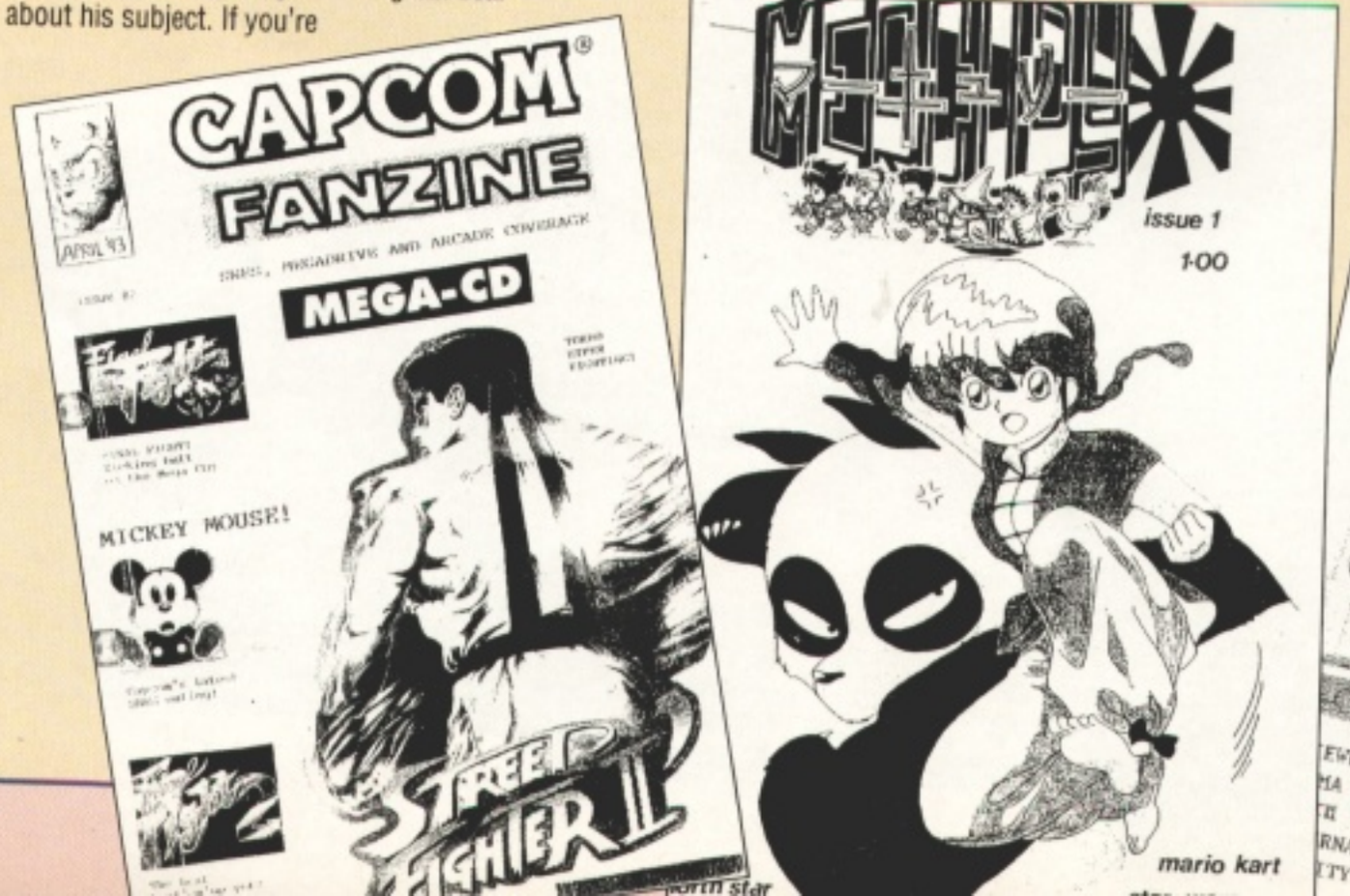
Mercury is a bit patchy, however. The layout is mainly of the hot-off-the-typewriter variety, with no screen-shots. Thanks to a variety of type styles there's not much of a collective 'feel' to it, either, so, once the single staple had succumbed to the rigours of life in the *Super Play* office, we were left with a large pile of seemingly unrelated sheets of paper.

But first issues always allow generous room for improvement, and *Mercury* has the potential to be good, with a bit of work from Simon Coyle and Mark Wilson. The Japanese-type cover is great, and it scores points for reviewing anime videos. If you'd like to lend your support, send £1 and an SAE to Simon at 20 Belfize Road, Lisburn, Co Antrim, N Ireland BT27 4BN.

SUPER FAMICOM MINI MAG

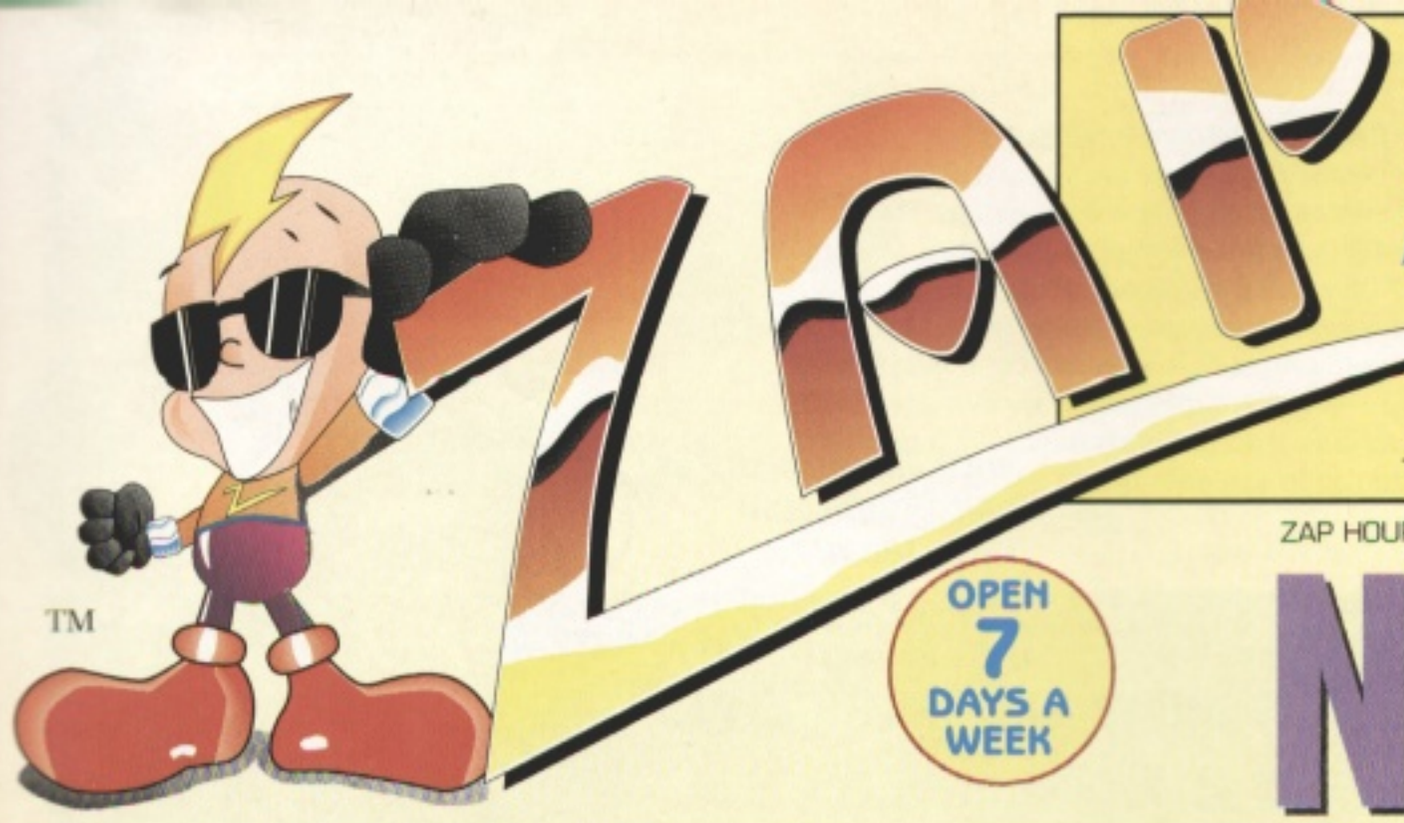
Ben Mullinger starts with an advantage – lots of expensive PC equipment – which means that his fanzine looks pretty professional, with nice 'Control Panels' giving the essential info on games, and plenty of scanned-in pictures (even if some of them do look a little, shall we say, familiar).

The only real problem is that there's nothing here you wouldn't be able to find in 'big time' mags. *Super Famicom Mini Mag* has been going for nine issues, and can be obtained by sending £1.85 to Ben Mullinger, 45a Station Rd, Hayling Island, Hants PO11 0EB.



GOT A FANZINE?

Then send a copy, along with info on how readers can go about ordering one, to: Fanhunter, *Super Play*, 30 Monmouth Street, Bath BA1 2BW.



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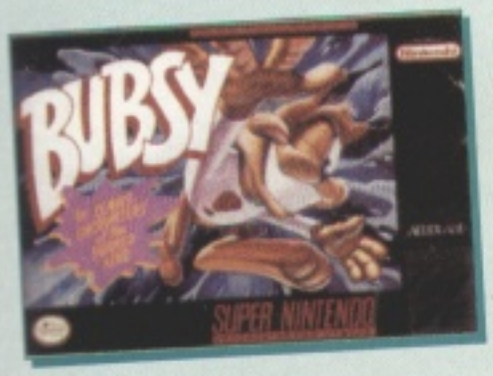

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FANTASY QUEST

with Jason Brookes and Studio Hell City, Japan.

Fancy an involved game with *real* challenge and lastability? Then, like most Japanese gameplayers, you should try role playing and adventure games. We feel they're a genre that's been unfairly overlooked in the UK, so this ish we're starting our definitive monthly RPG guide...

Japan is, of course, still *the* place for Super Famicom RPGs, as many of you seem to realise. Certainly, we've been inundated with your requests for more on the Japanese role playing scene, so we've decided to hand this bit of the magazine over to Studio Hell City in Tokyo (our contributing Japanese chums). To kick off our new regular Fantasy Quest column, then, here are the Hell City boys' reviews of three of the best Super Famicom RPG releases to appear in absolutely *ages*...

This lovely map shows the world of *Breath Of Fire*.

Punch through the walls with Bilda's hooves.

BREATH OF FIRE

- Out now
- Capcom
- 12 Mbit

Easily the most talked about of all the recent releases, this is Capcom's first step into the Super Famicom RPG market, and has been met with enthusiastic reviews over here. *Breath Of Fire* is actually based on a game that first appeared on the Game Boy, its most original feature being the way that your progress is very dependant on the strengths of your characters, so interbreeding them (*!– Ed.*) to get the right abilities is essential. As in most Capcom games, the isometric graphics are gorgeous – particularly the fighting scenes, and the bird's eye views where your players' special moves are shown from new angles. Music plays an equally impressive role, providing some great atmosphere to the game.

The overhead-view allows attackers to be detected long before they move in for the kill.

Inside a castle, and all tooled up for a fight.

Above right: Have you ever been fishing in an RPG before? Right: Or hunting? Below: It's time to prepare for battle!

So, what's it all about then? Well, the story is set a few thousand years after a gigantic war, in which a family of dragons almost brought the world to total destruction. Fortunately, a brave knight and his seven followers saved the day – but now the dragons have returned! It's up to you and your followers to track them down, by completing progressive stages, each with their own sub-plots. As you'd expect from Capcom, this is a really polished and detailed game. Our full review of it next month should make clear just *how* polished and detailed.

Jason adds: There's just one problem with this. Those of you who remember Capcom's statement in issue 6 – that they have no plans to release *Breath Of Fire* outside Japan – will be disappointed to hear that this is still the case. Apparently, however, devoted Capcom fans are demanding the game in the US, so things *could* change (we hope). Stay tuned.

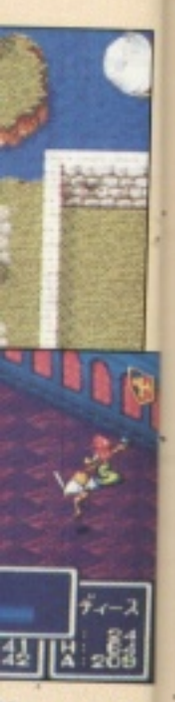
The Mode 7 scaling on the main map is really lovely. There's rotation too, when the characters move around.

ALBERT ODYSSEY

▪ Out now ▪ Sunsoft ▪ 8 Mbit

This one's got to be seen to be appreciated fully – it has some of the most radiantly beautiful graphics ever seen on the Super Famicom. The plot concerns the recovery of a magic sword that's hidden in one of eight lands. There are two viewpoints in the game – the traditional overhead scrolling one, and an impressive Mode 7 map. The use of colour in both is outstanding.

When battles ensue, the action switches again, this time to a side-on perspective, with fast-moving characters.



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So just how nice are these graphics? Well, get this: In the overhead sections there are gorgeous scrolling clouds, which cast brilliant wobbly shadows on the ground, while on the main map there's spectacular scaling and rotation. This is one of the most beautiful-looking games we've ever seen, and certainly one that refutes the common assumption that Japanese RPGs are crude and uninteresting looking. It's also great fun, and the way your characters tail behind each other is cute and effective. Add to this some smart music to back up the action, and you've got a stunning game.

Jason adds: The biggest downer with *Albert Odyssey* is that Sunsoft in the US have told us that they have no plans to bring it over, though things might change if enough people start asking...

Last time we asked you to 'look at these gorgeous graphics', the screenshots came out as black splodges. Take it from us, these are *gorgeous*. Inset: Weapons shop.

ADVENTURE CHRONICLES

INTERNATIONAL RPG NEWS WITH JASON BROOKES

It's a totally ridiculous situation, but a year after the UK release of the Super Nintendo there are still only two RPGs officially available!

These are, of course, *Drakkhen* (an old, not-particularly-impressive computer game conversion) and *Zelda: A Link To The Past* – the fabulous Nintendo action RPG (that is, arcade-style action with RPG elements) that's earned fans everywhere. When you think of the enormous range of titles available in Japan (and the smaller, but still enviable, quantity the American market enjoys), things can get frustrating to say the least. At last, however, this is all about to change, with many companies preparing RPGs and adventure games of all kinds for release in this country. Coupled with some interesting developments in the US market, here's a brief run-down of what's happening on the international RPG front:

Square Soft's engrossing RPG *Final Fantasy II* is due for a release in the UK from Nintendo. Right: Konami's new RPG *Madara 2* on the SFC.

The computer RPG classic, *Dungeon Master*. Why's it taking so long?

- Square Soft, one of the best Japanese companies specialising in RPGs, have sold all their titles to Nintendo Europe. These include the excellent *Final Fantasy II* (a game that's been out in the States for ages, and even longer in Japan), and *Final Fantasy: Mystic Quest*, reviewed back in issue three. That's the good news. The bad news is that *Final Fantasy V*, the epic and huge-selling Japanese RPG, isn't now coming out in the US until 1994. To make up for it, they're planning to release the extremely nice-looking game *Seiken 2* (translated as *Holy Sword Legend 2* – see our RPG feature in issue 7) in November.

So what's this *Seiken* then? Well, because the first *Seiken* game (on the Game Boy) was retitled *Final Fantasy Adventure* in the US, which is what you may know it as, it was expected that *Seiken 2* would end up being called *Final Fantasy Adventure 2* for the English-speaking markets. However, when we spoke to Square Soft in the States, they told us otherwise: 'We're planning to re-title the game to something along the lines of *The Search for Mana* or *The Secret of Mana*, rather than releasing this as a sequel to the Game Boy title. We

Dracula Kid can chuck his hat around to take out baddies (top), or cruise in his nifty Dracmobile (right). The guy's got style!

DORABOTCHAN (DRACULA KID)

▪ Out now ▪ Naxat ▪ 8 Mbit

Another surprise hit in Japan has been this brilliant little game from Naxat, developed by the talented folks at Red Company. Red have been responsible for loads of great games on the PC Engine and 8-bit Famicom, including the recent Super Famicom RPG *Elfaria* (see issue 7) for Hudson Soft. *Dracula Kid* (not the same game as on the Game Boy, incidentally) is wonderfully playable, and comes complete with bags of humour.

Those in the know will recognise that the hero, Dracula Kid, has been taken straight out of an old Namco game, *Son Of Dracula* on the PC Engine, and is now being used by Naxat as their main promotional weapon and trademark. Rather than being a side-on platform game like the original, this one's a multi-directional scroller, complete with a few RPG elements such as 'levelling-up', etc. It's exceptionally cute, with imaginative and wacky scenarios, and sprites and backdrops that just keep getting better and better as you progress through the game. The music's fabulous too.

Far left: Balloon-suspended sheep wait to be freed. Left: Rafting some rapids.

Best of all, though, *Dracula Kid*'s gameplay is absolutely packed with loads of little details and tricks, which are backed up by great animation. If you can get hold of this game, do so – especially if bouncy cute action RPGs like Nintendo's *Zelda* appeal to you. Sure, there's a fair bit of Japanese text to cope with, but persistent players shouldn't have any problems because it's all pretty straightforward. *Dorabotchan* is destined for cult status we think.

Jason adds: Just a note to let you know that the game's now with us, and I can heartily agree with everything said above. It's slick, extremely cute and really enjoyable. Look out for a full *Super Play* review next month, and then, hopefully, importers might start bringing it into the UK.

Above: But how do you enter the castle? Find a key perhaps? Left: A shop lets you buy all kinds of useful little items (no, you're right, I can't remember what they are).

So, three fantastic RPGs then, that, so far at least, aren't on their way to either the States *or* the UK. This is a great shame – and something we should do everything in our power to change. Some of you will know this, but to the rest it may come as a surprise that begging letters from American gameplayers to Japanese companies *demanding* that their games be released in the States have come up with the desired response in the past, so here's where we start putting our oar in too.

What we want *you* to do, quite simply, is to write letters to Capcom, Sunsoft and Naxat, and then post them here to us at *Super Play*. Mark your envelope 'It's an RPG outrage!', and we'll pass them on to the company concerned. This kind of thing *does* work, and with your help we can get many more Japanese RPGs released over here. The ball is now firmly in *your* court!

ADVENTURE CHRONICLES

hope to have it ready for November here in the US.'

As the first RPG to work with the Super Multitap adaptor (for simultaneous *three*-player action), this is set to be a classic game. The Japanese version is expected in July, where it's one of the few up-coming games to generate as much excitement as the forthcoming *Dragon Quest 1•II* (also see issue 7). More news on this next issue.

● JVC's long-awaited *Dungeon Master* won't be with us until the third quarter of this year. This classic computer RPG has made for an interesting translation to the Super NES – it features slightly different dungeon layouts to the computer versions, and has had to use a DSP chip to help it out with all the calculations. The Super Famicom version didn't use the Nintendo mouse (because it wasn't out when the game was released), but let's hope this option will be included with the SNES one.

● Konami fans will be thrilled to learn that the top Japanese company have an interesting new RPG due in Japan in July, based on a popular manga series. *Madara 2* is unusual in that it's set in modern Tokyo, and concerns the main character Madara and his girlfriend Subara who have to check out some creepy antics in a haunted house. Improvements over the Famicom original include well-shaded, and incredibly detailed, graphics, with lovely animation and impressive magic effects. It's got an improved fighting system too, which you can set at different speeds – or even stick on auto, as has proved popular in other recent Japanese RPGs.

Seiken 2 – a brilliant RPG coming to the Super NES (and it uses the Super Multitap too!).

● As reported last month, Elite's *Might & Magic II* is currently scheduled to appear in August in the UK, with the third instalment pencilled in for November. The game has appeared on home computers before, programmed by New World Computing in the States. More UK-destined RPG/adventure action comes in the form of Interplay's *Lord Of The Rings*, following even later.

● As mentioned before in *Super Play*, Japanese giants Enix have plans to release the biggest-selling Super Famicom game yet, *Dragon Quest V*, in the States as a fifth instalment in the established *Dragon Warrior* series. Now it seems the game won't come out until Spring 1994. Before that, however, they have *Evo, The Seventh Saga* (*Elnard*) and *Actraiser 2* lined up.

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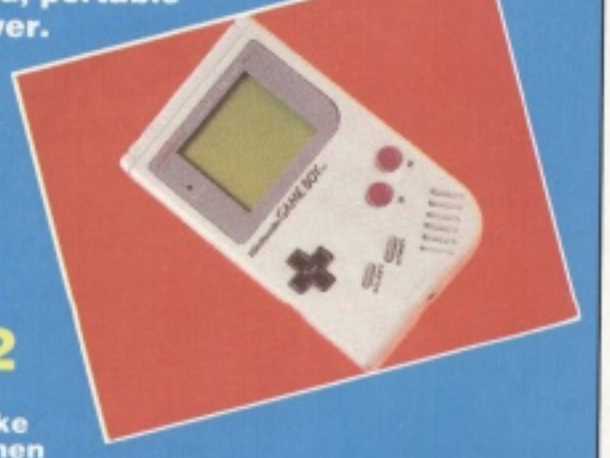

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ANIME WORLD

Pronounced 'ah-nee-may'

ANIME CON REPORT: AD FILE 3

This month Helen McCarthy's on a freebie junket – being a top flight anime expert, she's been jetting around the world's top anime conventions, from Cannes in the South of France to, er... *Sheffield*? Here's her report.

I've just been writing a book about anime (see next page for details), and one nice thing about getting it finished on time is that it let me enjoy Ad File 3, the UK's fourth anime convention, without feeling too guilty about being away from the keyboard for the weekend. The con was held in Sheffield, and proved to be excellent fun. And successful – they had to turn away late arrivals because the site was full to its fire limits! In the end there were 265 anime fans of all sorts, shapes and sizes crammed into the Rutland Hotel (a respectable place before the weekend began) to natter, sing, eat the bar out of crisps, buy loads of goodies and, of course, watch lots of anime!

So what was there to see? Well, with four video rooms running between 11 and 13 hours of tape each day, plus an all night show on Saturday/Sunday, you could never have caught everything that was on offer. There was a good selection of classics, fan favourites and hot new stuff – on Saturday, for instance, you had a choice of *Porco Rosso*, the first *Patlabour* OAV, *Nausicaa Of The Valley Of The Wind* and *Mamono Hunter Yohko*; on Sunday you'd have had *Vampire Hunter D*, *Silent Möbius*, *Venus Wars*, and *Yawara! A Fashionable Judo Girl*. If you couldn't find something to like here, then... well, you simply don't like anime.

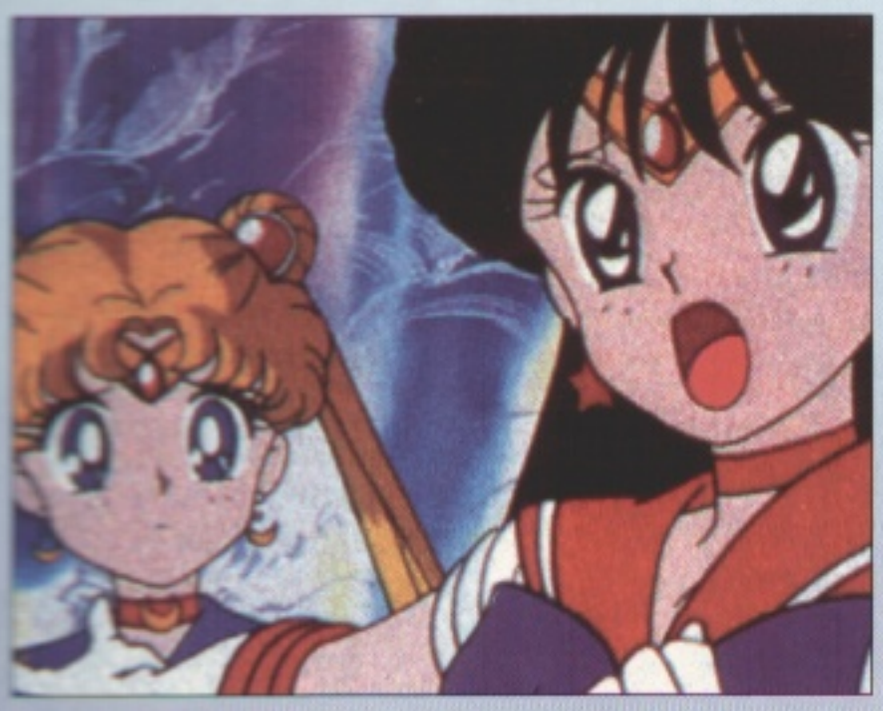
My own contribution involved giving a couple of talks – great fun. In other parts of the hotel an art show was underway (featuring some ace scratch-built models of famous anime characters), a complete shambles of an Anime Mastermind quiz was going on, and elsewhere people got stuck into panels and discussion groups.

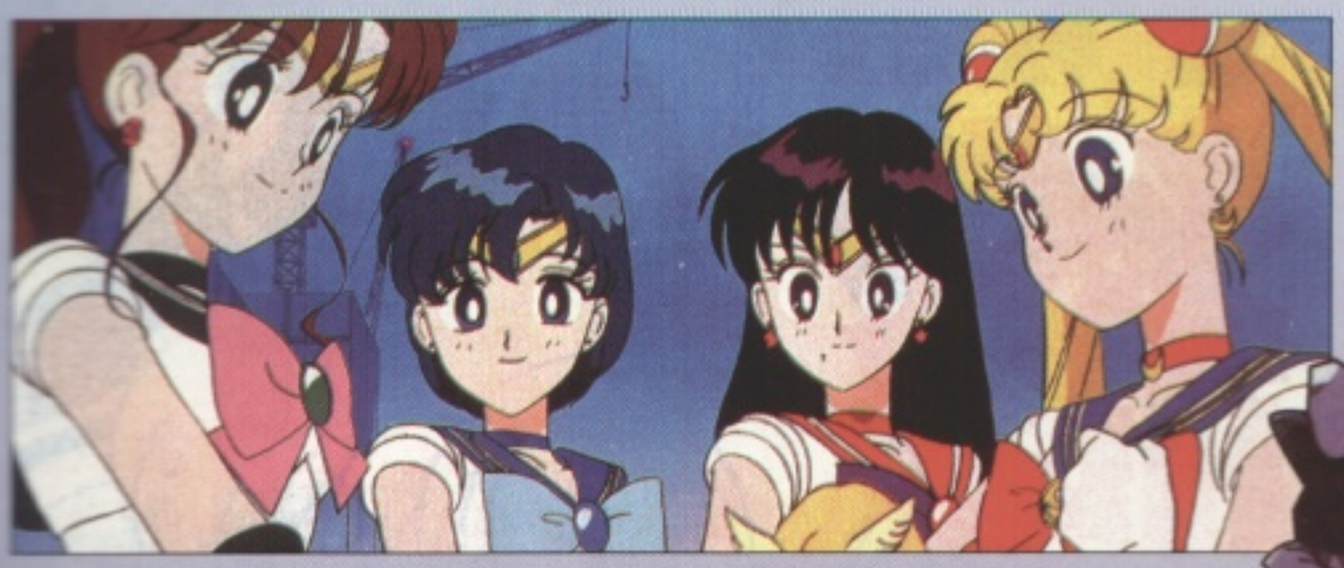
If you missed it, and want to see for yourself what an anime con is like, there's another being held in Birmingham in October. Again, the hotel can only hold around 250 people, so if you're interested, write soon for details to: JJ Green, ConTanimeTed, 9 Edmund St, Swindon, Wilts SN1 3JE. (Send an SAE for a reply.)

It gets better, though! After trekking back to London from Ad File 3 on Sunday night, I was off again at 4.30am on the Monday, heading for Heathrow Airport, and France. My destination was Cannes which hosts MIP TV (the Marche International des Programmes de Television), and its sister video exhibition MIPOM, every April and October – two of the best places in Europe to meet Japanese animation companies. The fact that they take place in a beautiful city, set right on

Charlie's Angels? No, it's the ultra-cute, sailor-suited heroines of the intriguingly named *Pretty Soldier Sailor Moon*.

Above: The magically-transformed flying ace hero of the great *Porco Rosso*. Expect a UK video company to release it into the UK this year.
Below: Cannes in the South of France – the perfect place for a con!





Pretty Soldier Sailor Moon's heroines are Sailor Moon (the blonde one), and her superpowered schoolgirl chums.

huge range of goodies on offer for the world's markets were classic robot shows like *Orguss* and *Dancougar*, comedies like *NG Knight Lamune And 40* and *Ranma 1/2*, space epics like *Legend Of Galactic Heroes*, and bang up-to-date stuff like *Pretty Soldier Sailor Moon*, still running on TV in Japan. There were also countless kids shows, from a retelling of the classic *Little Women*

the deals aren't signed yet. A few other UK companies (some divisions of *major* entertainment groups) were also there, being cagey about their plans, but definitely aiming to buy anime. I heard that the films of Miyazaki, including *Porco Rosso*, are likely to come to the UK in the next year or so, first in the cinema and later on video.

And that, as they say, was that. I know you won't believe me, but it's really hard work going to a trade convention – walking around a huge exhibition hall talking to Japanese companies about anime for eight or nine hours can get *very* tiring. That's why a place like Cannes, full of quiet little bars and fabulous restaurants serving great food cheaply, is perfect for a trade show. Except I've now eaten so much I've put on loads of weight, which is a problem – I've got to get back into shape to take my bikini to the beaches of California, when I go to two anime conventions over there at the end of June!

ANIME CONTACT
***Anime UK* magazine, 70 Mortimer St, London W1. (£3.50 from good SF/comic shops, or mail order from publishers + 70p p&p.)**

Yawara! (far left) and *Silent Möbius* (below): two popular series shown at the Sheffield con, both starring strong female characters.

the Mediterranean coast, with great restaurants and endless streams of the best wine in the world is, of course, irrelevant...

I went with *Anime UK*'s publisher, Peter Goll, to introduce the magazine to those Japanese companies who hadn't heard of us yet, and talk about future plans. Happily, a remarkable number of Japanese companies *had* heard of us, and many flattering things were said about the mag. We were astounded at the range of anime that might soon become available in the UK – the Japanese are beginning to realise that there's an interest over here! Twenty-eight companies either had stands at MIP TV, or had sent representatives, and amongst the books to Miyazaki's early TV series *Future Boy Conan*. Of course, it wasn't just anime – the whole TV industry was there, with everything from BBC educational shows to *Deep Space Nine* – all on five floors of an ultra-modern building, the back door of which opened onto the beach, and the Mediterranean! What a way to do business!

So what are Manga Entertainment Ltd (the new name of Island World, the people behind the Manga Video label) planning on releasing next? Sorry, but I can't really say –

Helen's blatant plug corner

BUY MY BOOK! NOW!

At the beginning of the year, Titan Books asked me if I'd be interested in doing a book on anime for them. Nothing too esoteric, they said – a beginner's guide – a nice zappy introduction to the subject for anyone who's heard the word, and wondered what it's all about.

Fine, I said. What I hadn't realised was that this beginner's guide would suffer from the same problem as any introduction to a new subject – it isn't a case of what to put in, but what to leave out. All the odd little bits of esoteric knowledge you love to show off with are no use now – you have to go all the way back to your old, totally inexperienced self, and try and remember what it was like when you first started getting interested in the subject. What did you most want to know? What questions did friends ask that really stumped you? How did you make contacts, get information, and find out where to go for books on the subject? Distilling it all into 64 pages, including the index, doing all the picture research, and making sure it's still fun to read isn't easy, let me tell you, but I think I've finally done it.

So, *Anime – A Beginner's Guide To Japanese Animation* (ISBN 1 85286 492 3, hype-fans) will be hitting the bookshops in September this year. It gives a brief history of anime, an extended glossary of anime terms, a look at the major themes of the medium, and lots of pictures. As it can all be yours for a measly £6.99, please rush out and buy a copy – if you all do, hopefully Titan will let me do another book, this one packed with all the good stuff I've had to miss out of the first one!

Running scared!

SHADOW RUN (Data East)

Now this one looks really great – not unlike Bullfrog's new *Syndicate* (previewed in depth last issue), but perhaps slightly more arcadey. While games like this appear aplenty on the PC and other home computers, they're rare on consoles, which gives this more than a degree of curiosity value.

Shadow Run – yet another game set in that familiar near-future *Blade Runner*-style world – is a walk-around-collecting-things, discovering-information-and-killing-people job, depicted in an attractive isometric 3D fashion, not unlike a less cute version of *Solstice II*. You're thrown into the plot at the deep end – you control a lone hero, left for dead by a bunch of hit men, but now faced with a massive mystery to solve. Who are you? Who are they? Why do they want you dead? And so on. From there on the story unfolds at quite a pace, with strange mutant creatures (talking dogs, anyone?) cropping up, weapons and other collectibles lying around to be found, gunfights to be taken part in (or avoided) and conversations to be attempted. *Shadow Run* looks fun, involving and quite deep – it's certainly, from what we've seen, well presented, very easy to get into (though the controls can be a bit fiddly at first) and well worth checking out. Almost certain to be one of the best games we review next issue – it should be hitting Japanese shelves around the time you read this.

The game starts with you waking up on a hospital slab. But why are you there?

The streets of this future city are packed with threatening people to interact with.

Shadow Run **has some great locations, be they nightclubs, bars (as left), or zombie-packed graveyards (above). Yikes!**

Strider revisited!

RUN SABER

(Hori Electric)

Remember the epic coin-op *Strider*? You should, if only because the console version just happens to be one of the best-looking games available on the Super Nintendo's arch-rival, the Sega Mega Drive. The point is, of course, that *Run Saber* (apologies about the spelling) is a blatant rip-off of that classic game, both in the abilities and moves of its ultra-athletic hero, and in the

This powerful fire-dragon thing acts as our boy's smart bomb!

Watch these electric charges – they loop right around the screen!

SUBURBAN HELL MONSTERS

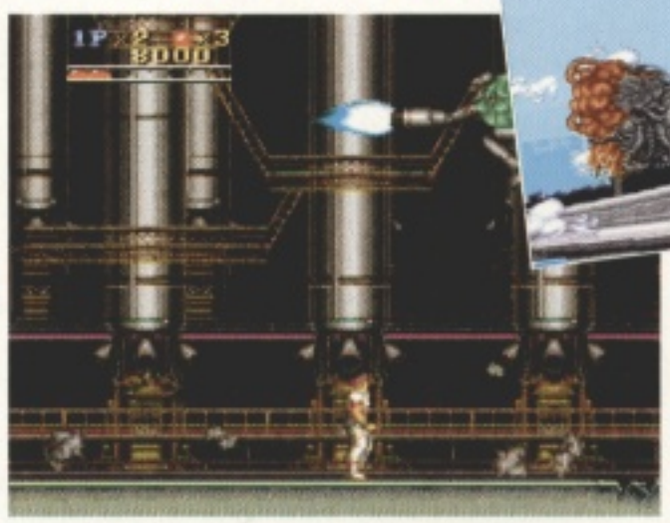
(Lucas Arts)

Lucas Arts are one of the few American programming groups that seem capable of consistently coming up with world-class games, and *Monsters* is a case-in-point – a sort of suburban *Smash TV*, but with cuter graphics. Our heroes run around the forced perspective, eight-way scrolling landscape, taking out zombies and other monsters, and protecting their folks and neighbours at the same time – the look is very deliberately of the dumb-but-cool *Bill & Ted* type, right down to our hero's T-shirt. Neat gameplay elements, including assorted collectable weapons and bouncing trampolines as ways to get about, make it relentlessly jolly, despite the death-and-destruction all around – this is a fun, if slightly sick, game, slickly presented, and likely to be a massive hit. Expect our review in the next few issues.

Left: Sproingy trampolines provide a neat way to get around the various zombie-packed gardens. Below: You can swim around underwater in the swimming pools!

The graphics are a bit chunky, but they're bright, clear, and packed with atmospheric detail, right down to our hero's T-shirt.

layout of the levels. While *Run Saber* doesn't look quite as slick as its inspiration, it moves extremely well, and has a weird sense of humour – some of the bosses we've seen are decidedly odd, as are some of the section layouts (the part on the back of a speeding jet plane, for example). This might not be the most sophisticated game we've ever seen on the system – alright, it *definitely* isn't – but it's one that promises to be a lot of fun, so we're looking forward to it. It's to be released in July in Japan, so we should have our full review in a couple of issues time.



Right: This wonderfully silly level takes place on top of a speeding F-16!

Left: Some of the backgrounds are on the spectacular side, just as they were in *Strider*. And the animation is virtually identical as our hero swings around.

TEST A CAR, GET A GAME!

Customers who test drive a Nissan Primera saloon ('Good handling, refinement and quality, but lifeless steering' – *Car* magazine) in SE England are being offered a free SNES or Mega Drive game for doing so, with the console to play it on thrown in if they buy. Millennium, who're behind the free games on offer (either *Super James Pond* on SNES, or Mega Drive release *Aquatic Games*), expect kids 'pester power' to force their parents to try out the new car, thus ensuring the promotion's success.

BLABBERMOUTH

with Kriss and Tel

They're back! Perhaps the two biggest gaming gossips the world has ever known, Kris (the red one) and, indeed, Tel (the stupid-looking pink one), have been rooting around in everyone's dustbins for the latest snippets of hot gaming news. And with the help of the tap Lance Carbine put on their line for us, we can now share everything they've found out with you! Remember, you read it here first!

☎ Hey, Tel, how're you doing?

☎ **Not so bad, Kris. Bought any new games lately?**

☎ I certainly have, Tel. The thing is, I don't know what to go for next, to be honest with you – and the problem's going to get worse. I'll soon be completely spoilt for choice! You see, Nintendo have started getting really busy, buying in other people's games to release themselves! They'll definitely be handling Interplay's *Lost Vikings* and Accolade's much-hyped *Bubsy*, while the *Mario Collection* (*See page 6 this issue – Ed.*) should be cropping up in this country soon, too. Nintendo are keen to get as much good product as they can out there as fast as possible!

☎ **Yeah, it makes you suspect they might not have that much of their own stuff to release over the next few months, so they're filling the schedule with other stuff. I hear they've got all Square Soft's RPGs now too! (*See page 16 – Ed.*)**

☎ That's good news, Tel – I love the *Final Fantasy* stuff! Here's some more news for you – Gametek, the fast-growing American Nintendo publisher behind games like *Wheel Of Fortune*, *Jeopardy* and other Super Nintendo 'classics', are to set up a European office, based in the Slough area. Head man will be Kelly Sumner, who used to be the boss of Commodore in the UK – obviously an outfit that means business. Those in the know say the games they release will make a giant leap in quality too – first up, for instance, will be the *Lemmings* lookalike, *Humans*.

☎ **Yeah, they're growing fast, aren't they? I heard Gametek had just signed up six new publishing partners, EA-style. Two of them are the UK-based Gremlin Graphics and Renegade. Kelly Sumner said they admire EA's 'associate labels' policy, and this move shows clear signs that they're keen on setting up exactly the same thing for themselves.**

☎ Yeah, seems like everyone's getting into the SNES scene in a big way, now, Tel. US Gold, a UK software house who've until now concentrated on home computers and Sega, have grabbed the all-formats rights to the 1994 Winter Olympic Games – and that means there'll be a SNES version too. It'll be a multi sub-events thing, like *Summer Games* etc, featuring downhill skiing, bobsleigh, slalom and so on, and should be out in time for Christmas. Expect more SNES stuff from them to follow.

☎ **Hey, Kris, have you noticed how in the *Super Play* interviews recently everyone seems to reckon that their company is the best? Well, it looks like last month's Mark Lewis might have a better claim than most – his company, EA, made $30 million profits last year on almost $300 million sales, an increase in global turnover of over 70%. That simply has to be one of the biggest success stories around at the moment.**

☎ Here's another success story. Psygnosis, the software house that's behind the phenomenally successful *Lemmings*, amongst many other games, has won the Queen's Award for Exports, after quadrupling their sales into major markets like the States, Japan, Europe and Australia over the last three years. They're the first software house to earn this sort of recognition.

☎ **Ooh, ooh, ooh! That reminds me – I heard the weirdest thing the other day! I can't tell you who it is yet, but one of Britain's biggest software houses has just been sold to a Japanese media giant, who're getting into the games market in a big way! Both these companies are incredibly famous, and this news is going to cause a real stir when it goes public!**

☎ Oh, tell me!

☎ **No – I can't. I'll tell you something else, though. I went to Acclaim recently, and played their *Terminator 2* movie game. That's not the coin-op conversion, Kris, but an original thing based more closely on the film.**

☎ I know that!

☎ **I know you do, but I just thought I'd remind you in case you'd forgotten. It features sidewards scrolling beat-'em-up/collect-'em-up levels, as you go through places like John Connor's house and Cyberdyne Systems, in scenes closely based on the movie. These are interspersed with isometric driving bits, like the perspective used in *Paperboy*. Of course, the evil T1000 turns up loads of times too. It'll be out in August, with the Super Scope-using coin-op conversion shortly after. They're doing a 16 Mbit American football game, *NFL Quarterback Club*, in November too, with some of the old *John Madden* team working on it.**

☎ Hey, did you know Nintendo now has its own UK champion? He's called 'Metro' apparently – which has something to do with his speed at the joypad (*Surely some mistake? – Austin Metro owner Jason.*) – but in his spare time he's a 21-year-old Londoner. It's not clear quite how he became champ (apparently Nintendo themselves interviewed him, quizzed him on his knowledge of Nintendo games, and watched him play a few of them) but he'll be making celebrity experiences in stores up and down the country to prove his worth, so, er, watch out for him. Or something.

☎ **Here's some bad news – well, sort of. There's a new version of the great *Castlevania* series, you see, but it's now been dubbed *Vampire Killer*, and it's out in September – on Sega Mega Drive only! Don't worry though, Konami should have a new game in the series for us too, soon. Konami have two more games in the works as well – *Sunset Riders*, a fun Wild West shoot-'em-up converted from an arcade game, and the mysterious *Hizm*, of which we know nothing.**

☎ You know how Super Nintendo prices have been dropping lately? Well, have you seen what the Game Boy is going for now – just £39.99, with the *Tetris* pack at £49.99! If anyone out there hasn't already got one of Nintendo's nifty handhelds, they should now!

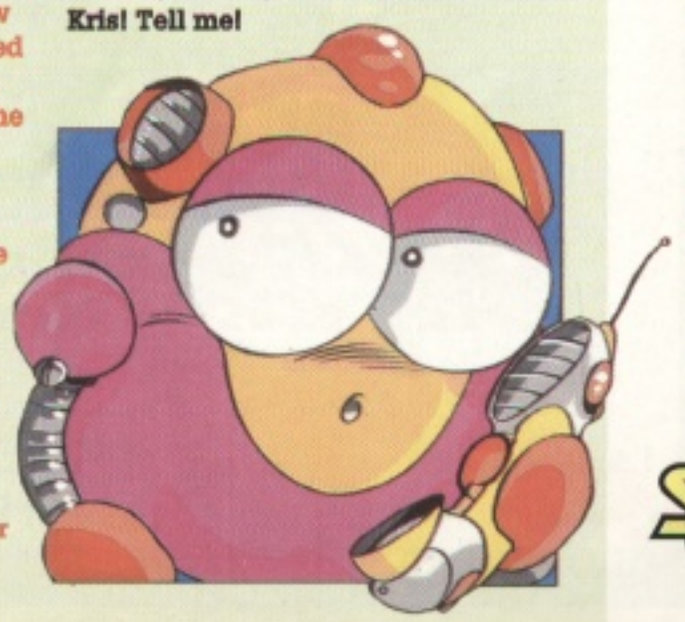
☎ **Did you see that, according to the *Daily Mirror*, Princess Di said people 'watch so much TV and play so many games that don't really talk to each other.' That's not true of us, is it Kris?**

☎ Certainly isn't, Tel. That's about all from me, but, before I go, does the word EDGE mean anything to you?

☎ **Er... no. Should it?**

☎ Ha-ha! I'm one up on you then! It's a secret at present, but I *guarantee* you're going to hear a lot more about EDGE over the months to come.

☎ **Aw, tell me, Kris! Tell me!**



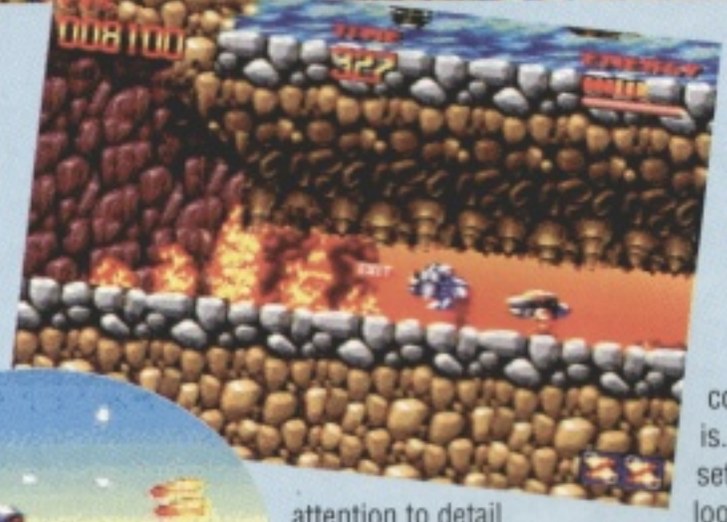
EXCLUSIVE PREVIEW!

Computer hit crashes onto Super Nintendo!

SUPER TURRICAN

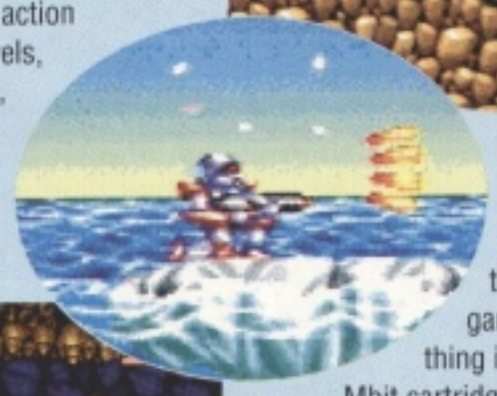
(Konami/Factor 5)

Turrican appeared on a variety of home systems last year, including the NES and Game Boy, but its roots ultimately lie with the Amiga – a system which is, by the way, to receive a third game later this year, with the same one (*Turrican III*) due to crop up on the Mega Drive too. However, it is, of course, the Super Nintendo game that we're interested in here – a completely new project, written from scratch by German developers Factor 5 to take advantage of the SNES's hardware. The result? A superb-looking game with loads of colours, great parallax scrolling and brilliant music. (Incidentally, the original *Turrican* music from the Amiga games was so popular, musician Chris Hülsbeck was literally begged by fans to record a music CD based on it. For more on this, see the interview with Chris on page 54.)



The first level is strikingly similar to the original *Turrican* games, with caves to enter, tokens to pick up, etc. Left: Your Turrican suit can, as in the original, roll along, knocking things from its path.

Amiga owners, both ex and current, will be wondering how this game differs from the original – in particular, whether its well-known problems, things like potentially unfocussed action and huge sprawling levels, have been solved. Well, to our eyes, at least, they have – the whole thing looks tighter than before, and the attention to detail in the sprites and backdrops is far higher than in the previous games. As the whole thing is packed onto a tiny 4 Mbit cartridge (something that surprised us on seeing the game), it's a remarkable achievement. It's certainly variety-packed (with 13 levels in total), and slick-looking, but take a look at the screenshots and see what *you* think.



The immensely colourful parallax backgrounds use the full palette of the machine. It handles sprites effortlessly too – there's no nasty slow-down here.

Level four looks fab – like a factory, with flames bursting out of damaged pipes.

Mode 7 zooms the first familiar boss into the screen, before shrinking and rotating it as it punches down on you. This looks *great*. Right: Level seven's music is *soooo* good.

The curled-up suit drops bombs when falling down from higher platforms.

Good, bad or ugly?

Ah. You'll have to wait until next month for our final verdict, but as a consolation, we'll be chatting to the game's developers Factor 5 in Germany, and finding out what they think of the Super Nintendo, what it takes to get graphics like these, and what plans they have for future games. Since companies have fought over *Super Turrican*, they'll be much in demand. Incidentally, *Super Turrican* should just be available on import by the time you read this (or very soon afterwards, anyway).

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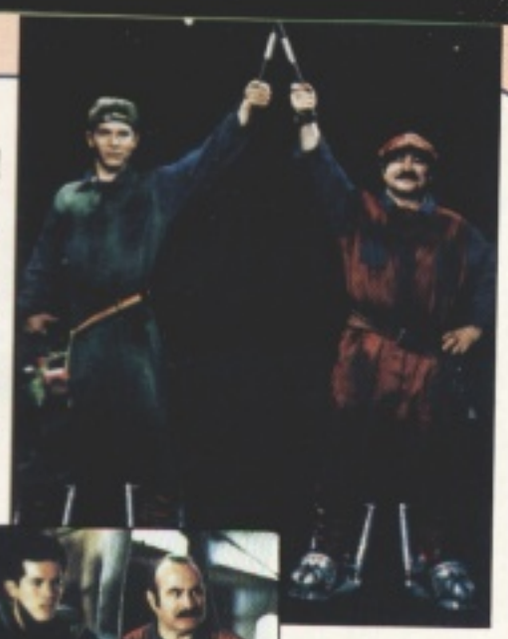
SCOOP! MARIO, WARIO & YOSHI ARE BACK!

You may be surprised to learn that Nintendo's Super Scope has yet to be released in Japan – it was, after all, a Nintendo Of America development, tailored for the Western market. However, all that will change on 21 June, when the Super Scope *does* earn a release, along with two new Nintendo-developed games – one of which is bound to be a new Super Scope game! So what are the two games? Well, one is called – get this! – *Yoshi's Road Hunting*, and is an action thing (presumably with some kind of driving element). Though they've not said as such, we suspect it'll use the Super Scope.

The other game is called *Mario & Wario*, and uses the Super Famicom mouse. It's an arcade/puzzle thing featuring the evil version of Mario first seen in the Game Boy release *Super Mario Land 2*. A bit like *Donkey Kong*, Wario sits at the top of the screen and chucks buckets down on Mario. The best news of all is that both games will be dead cheap – only ¥6,500 in Japan, as opposed to ¥9,000 for most games!

And there's more!

SUPER MARIO BROS THE MOVIE



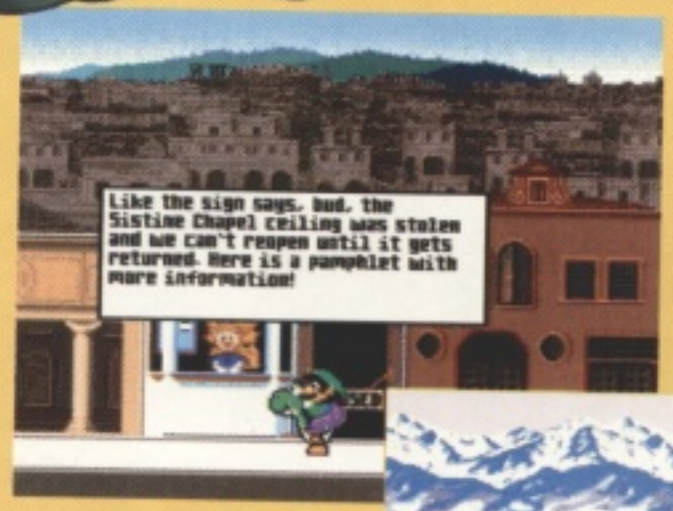
As you can see, the movie version of *Mario* doesn't look all that much like the games.

Well, actually there isn't all *that* much more. We told you all about the *Mario* movie in the first issue of *Super Play*, so we won't repeat all that stuff about how it features Mario (Bob Hoskins) and Luigi (John Leguizamo) heading off to rescue Princess Daisy (Samantha Mathis) from the Lizard King (Dennis Hopper) in an alternative universe where the dinosaurs never died out, and people evolved from them. But we have got plenty of new pictures, and a UK opening date: 9 July.

...and that's not all!

MARIO IS MISSING

(Mindscape)


Like the sign says, bud, the Sistine Chapel ceiling was stolen and we can't reopen until it gets returned. Here is a pamphlet with more information!

You play Luigi, riding Yoshi, in this new educational game. Looks like finding Mario wasn't too hard (right).

This month's other news for Mario fans is that Mindscape have secured the rights to use Mario in a range of educational games (or 'edutainment' software, as the Americans like to call it). The first is *Mario Is Missing*, due for launch in October. The idea is that Mario has – that's right – gone missing, and you've got to send Luigi and Yoshi round all the cities of the world looking for him. Superficially it plays just like *Super Mario World* – the sprites and everything are just the same – but, rather than collecting coins and leaping between platforms, you've got to collect important historical items and answer questions about your surroundings, as well as fighting Bowser every now and then. The object is to improve the geography and map skills of the target audience – seven-year-olds, or thereabouts. Next up: Some sort of history game, we're told.

The use of this sort of map to mark your progress through the game is very *Mario*-like.

Gorgeous *Macross* artwork shows one of our heroines.

GIANT ROBOTS A-GO-GO! MACROSS

(Zamus)

The game is a shoot-'em-up, not unlike *Cybernator*.

Japanese anime fans – and that's all of us here, and most of you, from what we can gather – will be eagerly awaiting the next game from Zamus (a new name on SNES, as far as we know). It is, of course, a *Macross* game, based on the popular science-fiction space opera series. You control a giant robotised Mobile Suit – it can change into three different things, as the situation demands it – in a seven level sidewards scrolling shoot-'em-up. There's already a *Macross* game out on PC Engine, but we've got a different version – or, at least, we will, when this hits the Jap sofmaps in October.

Fresh from Game Boy and NES, it's...

HAMMERING HARRY

(IREM)

Cute, bright graphics are very arcade-like, if not quite coin-op perfect. Our hero certainly has a big weapon!

Well-known arcade game *Hammering Harry*, which recently spawned versions on NES and Game Boy, is now completing the set by coming to Super Nintendo. You play a cute construction worker, and have to go around, er, hitting people with your great big hammer. The 8 Mbit SNES version features some lovely graphics (if not quite arcade quality), an urban Japanese setting, and some neat locations, including skyscraper girder platforms to climb up.

RACING IN THE STREET
LAMBORGHINI AMERICAN CHALLENGE
(Titus)

Lamborghini features this neat split-screen effect for its excellent two- player mode.

French software house Titus, the people behind the recently imported *Blues Brothers* game (finally earning a UK release in July), plan to hit the Super Nintendo in quite a big way over the next 12 months. The new product we expect to make the biggest splash is *Lamborghini American Challenge*, a two-player, split-screen racing game in the *Lotus/Jag XJ220* mould. This is actually a rejigged version of the critically-acclaimed Amiga game *Crazy Cars III*, but apparently 'far better' – it even offers you the choice of controlling things with the Nintendo mouse if you fancy it. This is by no means all, though. Titus also have *Prehistorik Man* (a Super Nintendo version of their home computer game *Prehistorik II*) on the cards for January, with a *Blues Brothers* pinball game due early next year too!

Chuck Rock-fans will love *Prehistorik Man*!

PINT-SIZED STREET FIGHTERS!

Bring SFII to your mantelpiece!

If you're wondering what the granny of the future will be decorating her living room with, take a look at these *Street Fighter II* and other SNES hero action figures. There are several different sorts, ranging from little Super Deformed ones to humping great 10 inch tall ones, and they'd all make a refreshing change from porcelain shepherdesses and things. And there's a complete range of fully-posable Action Man-style ones too, so you *will* be able to control the bosses after all! Needless to say, the figures aren't available in the UK, so you'll just have to look and dream...

First up it's the loveable Xandra from *Xandra's Big Adventure*, one of the cuddliest game characters we've ever seen. And isn't he well depicted too!

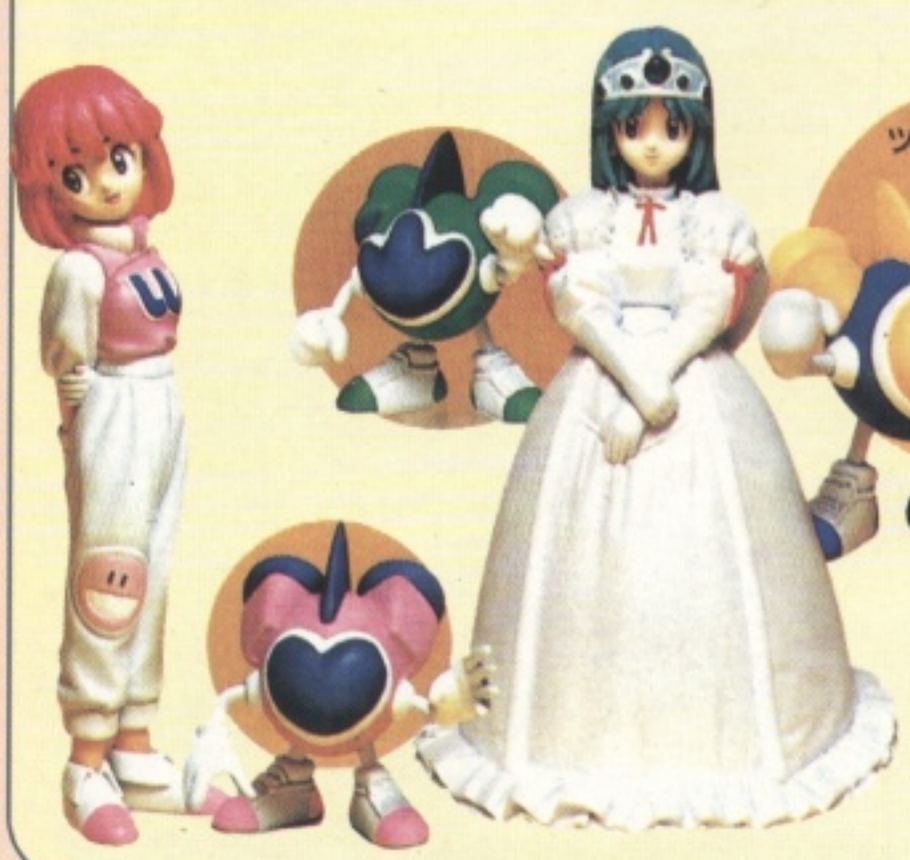
Chun Li comes in both her everyday blue dress and her best pink *Champion Edition* one.

And here's Vega, having just spotted a mouse. (Honestly, these *SFII* bosses aren't as hard as they're made out to be, you know.)

This lovely large-scale reproduction sword is one of a number of bits and pieces you can get for the popular *Dragon Quest*. Others include plastic models of all the characters.

This is the famous Slime, the cute blobby blue character who's sort-of become a mascot for the entire *Dragon Quest* series.

This guy comes from *Madara*, a well known Japanese RPG series, featured in our new RPG column this month.



Lovely *Pop'n Twinbee* models are amongst the most well-made and attractive we've seen. The green one is controlled by the girl in the middle.

Some of the very best models are of cute girlies from various games. This is the lovely Yuko from *Super Valis IV*.

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Account Name Nicky Lee, A/C no. 5057 3663

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The boys are back in town!
WWF: ROYAL RUMBLE (Acclaim)

Following on from the incredible success of their first *WWF* game, Acclaim now have the 16 Mbit *WWF: Royal Rumble* for us this Summer – the review just missed this issue, but we'll have it next month for sure. The big idea about a 'Royal Rumble' is that one wrestler challenges the WWF and they all take him on – first one, then loads of them, each wrestler entering the ring at two minute (or so) intervals, with things quickly degenerating into a massive free-for-all scrap. Anyone who gets chucked out of the ring, sumo-style, is out, and the winner is the last guy left standing inside it. Simple, huh?

Much of the 16 meg used here has gone on allowing up to six wrestlers to fight in the ring at once, most of them (of course) being controlled by the computer, but still using their special moves and so on. Even if you, the human player, get thrown out, they'll keep on scrapping until somebody wins (or you reset the console, of course).

With loads of moves, and more normal tag team, triple tag team and single match options if you get bored of all this 'rumbling', this new *WWF* game should have all the committed grappling fan needs. Look for our definitive opinion on it next month.

To win you have to throw everyone else out of the ring.

Fight in the ring or out: you can even pick up a chair to smash over someone's head, as Mr Perfect demonstrates here, er... perfectly.

DATEBOOK

Release dates large and small! (Large as in 'important', and small as in 'virtually unreadable')

Here is it again, complete with all your favourite features: every game that's being released across the globe over the next couple of months; in ridiculously small print; with some smashing examples of the perils of attempting to translate things directly from the Japanese.

MONTH	DATE	GAME TITLE	GAME TYPE	PUBLISHER	COUNTRY
June	4	Dragon Slayer	RPG	Epoch	Jap
June	18	Shogi	board game	Seta	Jap
June	21	Tom And Jerry	platform	Altron	Jap
June	25	Space Bazooka (Super Scope)	shoot-'em-up	Nintendo	Jap
June	25	Alien^3	shoot-'em-up	Acclaim	Jap
June	25	Sangokushi Spirits	strategy	Wolf Team	Jap
June	25	Estpolis	RPG	Taito	Jap
June	25	Dragon's Magic (Dragon's Lair)	platform	Konami	Jap
June	25	Silver Saga 2	RPG	Seta	Jap
June	25	Super Family Tennis	sports	Namcot	Jap
June	29	Taz-mania	action	THQ	UK
June	mid	Odysseria	RPG	Vic Tokai	Jap
June	mid	Cosmo Police Galivan	beat-'em-up	Nihon Bussan	Jap
June	mid	Japanese Pro Mah Jong	puzzle	Athena	Jap
July	late	GP-1	racing	Atlus	Jap
June	–	Wing Commander	shoot-'em-up	Ascii	Jap
June	–	Super Formation Soccer 2	sports	Human	Jap
June	–	Battle Mobile	racing	System Sacom	Jap
June	–	Mazinger Z	–	Bandai	Jap
June	–	Troddlers	puzzle	Seika	US
June	–	Mario Is Missing	educational	Mindscape	US
June	–	Ultimate Fighter	beat-'em-up	Culture Brain	US
June	–	Super NBA Basketball	sports	Tecmo	UK
June	–	Outlander	driving	Mindscape	UK
June	–	BOB	platform	Electronic Arts	UK
June	–	Family Dog	platform	THQ	UK
June	–	Wayne's World	platform	THQ	UK
July	2	First Samurai	platform	Kemco	Jap
July	2	Super Back To The Future 2	action	EMI	Jap
July	8	Run Saber	platform	Hori	Jap
July	14	Super Mario Collection	platform	Nintendo	Jap
July	14	Yoshi's Road Hunting	action	Nintendo	Jap
July	16	Magic Johnson's Super Slam Dunk	sports	Virgin	Jap
July	16	Death Blade	beat-'em-up	I'Max	Jap
July	21	Mario And Wario	action/puzzle	Nintendo	Jap
July	23	Mega lo Mania	strategy	Imagineer	Jap
July	early	Japanese Pro Wrestling	sports	NCS Masiya	Jap
July	early	World Soccer	sports	Coconuts	Jap
July	late	Devastator	–	Micro	Jap
July	late	Super James Pond 2	platform	JVC	Jap
July	late	Bazzu! Magic World	RPG	Hot B	Jap
July	late	World Heroes	beat-'em-up	Sunsoft	Jap
July	late	Top Racer 2	racing	Kemco	Jap
July	late	High School Soccer	sports	Sunsoft	Jap
July	late	Super Horse Racing	sports	King Record	Jap
July	–	Putty Moon	platform	Varie	Jap
July	–	Battle Dodgeball 2	sports	Banpresto	Jap
July	–	Chemist Harry	–	Altron	Jap
July	–	Devil Loveless	RPG	Yanoman	Jap
July	–	Seiken 2	RPG	Square	Jap
July	–	WWF: Royal Rumble	sports	Acclaim Japan	Jap
July	–	Sonic Wings	shoot-'em-up	Video System	Jap
July	–	Super F1 Circus 2	racing	Nihon Bussan	Jap
July	–	Triff Animal	strategy	Cyclone	Jap
July	–	Super Air Diver	simulation	Asmik	Jap
July	–	Suchipi Mah Jong	strategy	Jaleco	Jap
July	–	Sgt Thunder's Combat	strategy	Yonesawa 21	Jap
July	–	Super High Impact	sports	Acclaim Japan	Jap
July	–	Sanrio World Smash Ball	sports	Character Soft	Jap
July	–	Madara 2	RPG	Konami	Jap
July	–	Super Robot Wars	strategy	Hect	Jap
July	–	Dream + Illusion	RPG	Intec	Jap
July	–	Super Chinese World 2	RPG	Culture Brain	Jap
July	–	Kamen Rider SD	racing	Bandai	Jap
July	–	Super Pro Baseball	sports	Nakama	Jap
July	–	Lord Of The Rings	RPG	G Amusements	Jap
July	–	Super Professional Baseball 3	sports	Jaleco	Jap
July	–	Nitro Punks Mightheads	action	Irem	Jap
July	–	Aliens vs Predator	beat-'em-up	Activision	US
July	–	Super Widget	platform	Atlus	US
July	–	Blues Brothers	platform	Titus	UK
July	–	Tom And Jerry	platform	High-Tech	UK
July	–	Super Goal	sports	Jaleco	UK
July	–	Batman Returns	beat-'em-up	Konami	UK
July	–	Cybernator	shoot-'em-up	Konami	UK

Remember, though: release dates are generally about as reliable as a 15-year-old Datsun (*Watch it – Ed.*), so use them as a guide only.

SUPER PLAY Interview

Rod Cousens, Acclaim

By Dave Roberts

Rod Cousens has had quite a career in the British games industry, as head of companies like Quicksilva, Activision Europe (now owned by France's The Disc Company) and, most recently, the European arm of Acclaim.

ROD COUSENS IS THE MANAGING DIRECTOR OF ACCLAIM/LJN EUROPE, ONE OF THE BIGGEST PLAYERS IN THE VIDEO GAME INDUSTRY

Q So Rod, how does Acclaim fit into the world league of Nintendo publishers?

A At the top. Acclaim is the number one global third party publisher. Our last fiscal year showed revenues of $250 million, and we would expect to show a significant increase of that during the current year. Our main competitors are people like Konami, Capcom and Electronic Arts, but, out of all of them, we are the leader. I don't think you'll get much argument about that.

Q What would you say have been Acclaim's biggest success stories to date?

A Some of our biggest products have been the incredible *WWF* series of games, which have all just been explosive. *Terminator 2* and, obviously, *The Simpsons* have also been huge for us.

Q All games licenced from other media. Why do you lean so heavily towards licenced product? Are you not worried that this might stifle originality a bit?

A We believe all our games are original concepts, based around licences. They reflect the market we participate in – the youth market. We deal with a lifestyle, aiming at consumers who wear branded jeans and trainers, go to the movies, watch videos, and listen to records. The licensing strategy hooks into that. They go to see *Terminator 2*, they watch *The Simpsons* on Sky, and they'd rather go to see the WWF guys at Wembley than support our national football team.

We give the consumer what the consumer wants, and our research – and, more importantly, our sales – indicate that we do that. They want the association with WWF, Bart Simpson etc, and we provide that, while at the same time making sure that the gameplay itself contains enough elements of originality.

Q Okay. What, in your opinion, will be the Acclaim highlights between, say, now and Christmas?

A We believe that *Mortal Kombat* will be the most successful video game of the year, surpassing anything that *Street Fighter II* might have previously achieved.

Q In terms of what, exactly? In how many copies you sell?

A In terms of everything. In terms of sales, in terms of excitement generated, in terms of critical acclaim, and in terms of overall quality.

The quality of this product is sensational. The look of it, the speed of it, the depth of it – it's all just unbelievable. It's a completely faithful conversion of an arcade machine that supposedly could not be converted. We've done it.

It's also important to point out that it's a 16 meg game, and it's just part of a shift towards more product from us that's more sophisticated, more in-depth and requires the 16 meg configuration. The first 16 meg game will be *WWF: Royal Rumble*, which is like nothing you've ever seen before – more wrestlers, more moves, just much more action all the way.

There's also a football game due for later in the year which is looking spectacular, and we're hoping to sign up a major licence for it at the moment. We're continuing to publish our *Simpsons* line, our *T2* line, and so on too. The range will stand up as, once again, the most formidable line-up in the games industry. We did it last year, and it's a habit that we're finding really hard to break.

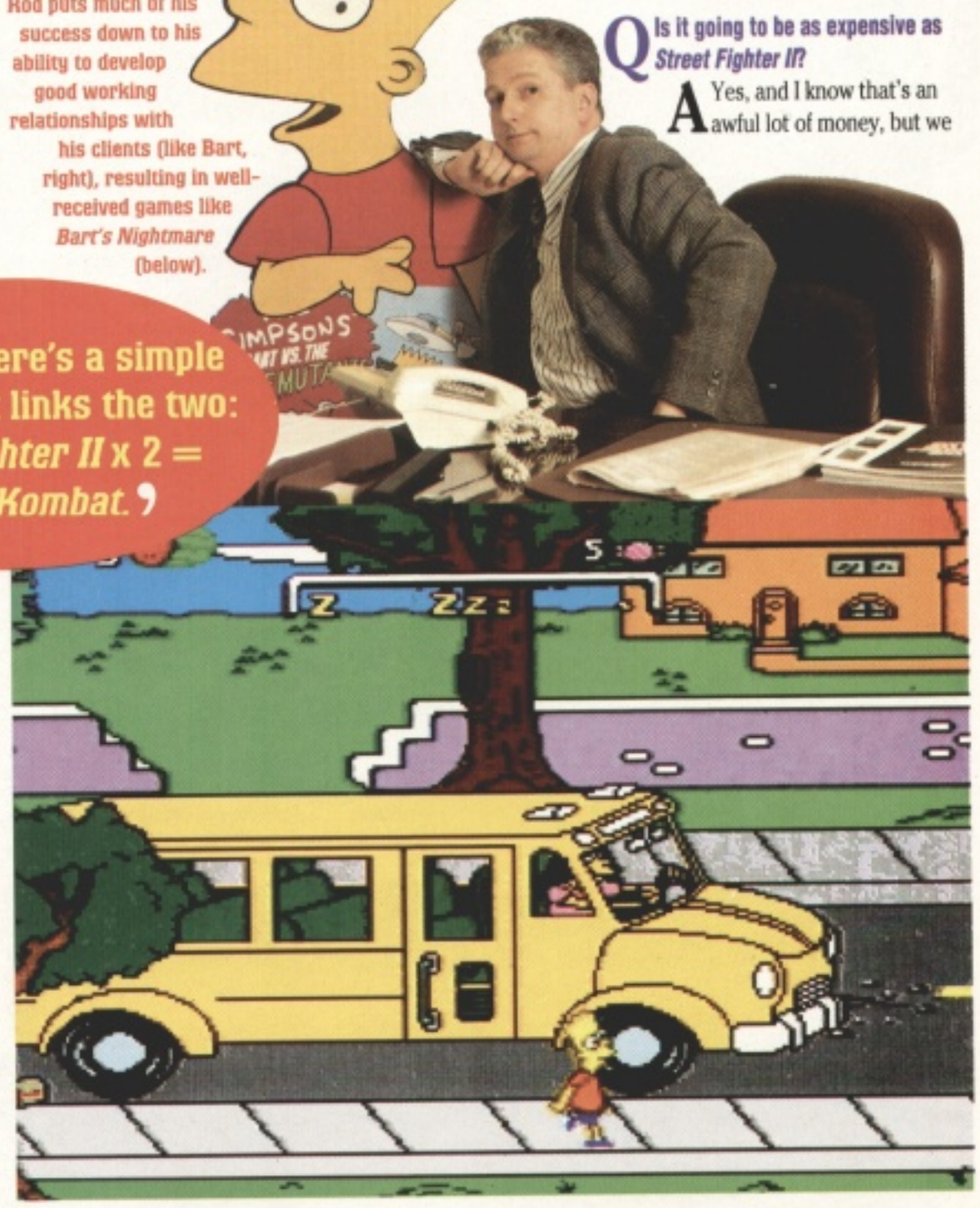
Rod puts much of his success down to his ability to develop good working relationships with his clients (like Bart, right), resulting in well-received games like *Bart's Nightmare* (below).

Q How do you feel about the constant comparisons between *Mortal Kombat* and *Street Fighter II*?

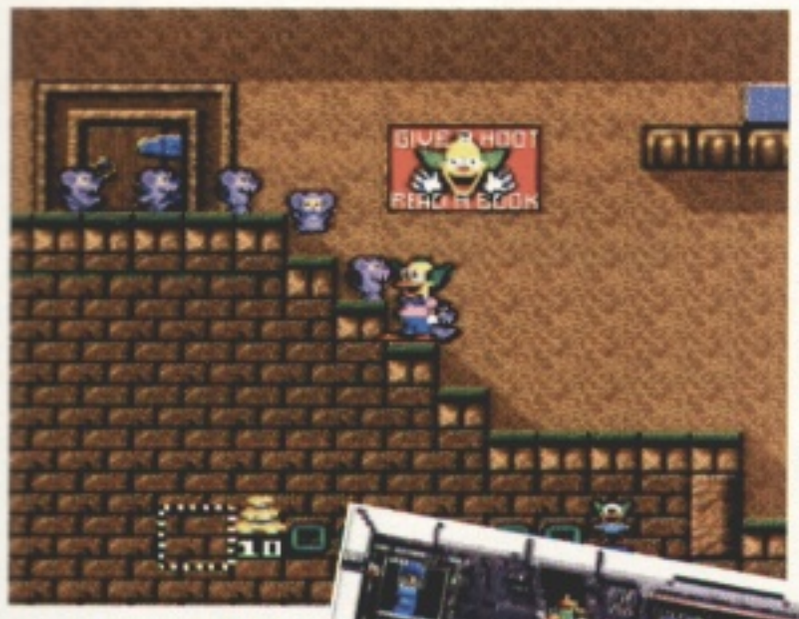
A I would say that there's a simple formula that links the two: *Street Fighter II* x 2 = *Mortal Kombat*.

Q Is it going to be as expensive as *Street Fighter II*?

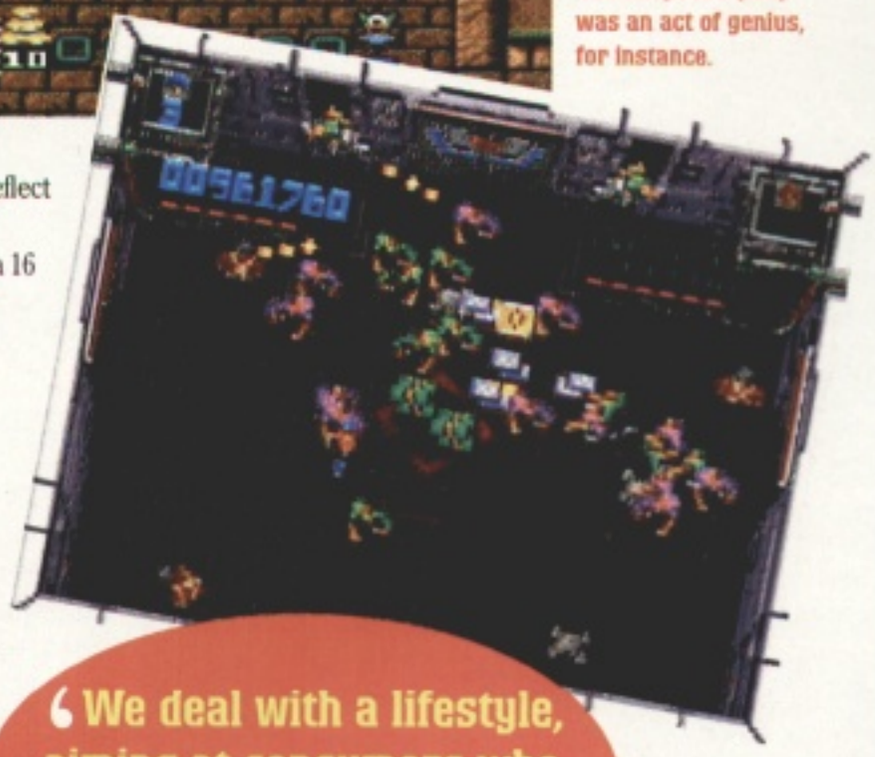
A Yes, and I know that's an awful lot of money, but we



'I'd say there's a simple formula that links the two: *Street Fighter II* x 2 = *Mortal Kombat*.'



Acclaim's success is built on identifying popular youth cults, making sure they grab the licence, then developing (often quite playable) games around them. Some source material is obvious – coin-ops like *Smash TV* (below), say – others are more inspired. Grabbing *The Simpsons* (left) was an act of genius, for instance.



really are trying to reflect that by giving the consumer a lot – ie, a 16 meg cartridge. But when you go up in memory size, you have to remember that the cost of production goes up very sharply, and ultimately we have to reflect that in the consumer price.

Mortal Kombat will probably come to the market at around $60, but if it's possible we'll dip just below that.

'We deal with a lifestyle, aiming at consumers who wear branded jeans and trainers.'

before it anything like approaches the current levels of the 16-bit cartridge market.

Q Will there be any other 16 Mbit games from Acclaim, apart from *Mortal Kombat* and *Royal Rumble*?

A Yes, we have an American football game called *NFL Quarterback Club*, which features all the most famous quarterbacks in the world. And generally we feel that consumers want better products, bigger products and faster products and we can only provide these on 16 meg cartridges. The majority of future releases will be 16 meg.

Q Do you feel restricted by Nintendo telling you how many games you can release every year?

A Their policy is to ensure that the software for the consumer leans towards high quality, and if that means fewer products, so be it. To that extent we are told how many games we can release.

Q But would you like to release more than you are allowed?

A We would. But we recognise the rules, and we operate within them.

Q The Mega Drive obviously already has a CD drive, but there is no sign of one for the Super Nintendo. Do you think this means the SNES is losing ground?

A We would like to see a CD drive for the Super Nintendo, but only when the market is ready for it. At the moment I don't think we've come close to exhausting the possibilities of the 16-bit cartridge format. I think that a SNES CD drive now would be a little premature.

The underlying point is that I think that the CD mass market will arrive a lot more slowly than people are predicting, and it will probably be another two or three years

Q So you would applaud Nintendo's decision to take its time over the introduction of CD?

A The introduction of a CD drive that has a 16-bit processor, but has more memory to move around on screen and is, therefore, slower than a cartridge product, is not an advance. It's that simple.

On the other hand, a 32-bit CD machine which has a vast capacity for storage and a very fast processor offers so much more – that's obviously the way forward, and I'm glad that's what Nintendo are doing. 32-bit is a pre-requisite for any CD drive.

Q So what do you think of the Mega CD?

A I think that it's an interesting move, but I have no great expectations for it. I certainly don't think it's anything for Super Nintendo owners to be jealous of.

Rod, thank you.

Mortal Kombat and *WWF: Royal Rumble* are both previewed in this issue. The new *WWF* game is currently scheduled for a mid-June/early July release in the UK , and July in Japan, and will be reviewed next issue. *Alien*[3] (reviewed this issue) and the basketball game *NBA All Star Challenge* (59% in SP7) are also due for immediate release, while *Mortal Kombat* will be with us in early September. *NFL Quarterback Club* is to be released in November, alongside the *T2* arcade game (the *T2* movie game will be out before that, in August).

Instant Chun Li!

With half an hour to kill one day, and feeling rather bored, we decided to dress Sue up as Chun Li. Looks the part, doesn't she? (Sort of.)

This remarkable transformation can in fact be easily achieved with a few bits of blue and white cloth and minimal dress-making skills. Here's how...

Step 1 Buy your materials. The stuff we used cost 99p from the off-cuts bin in our local curtain shop. The cream material is the lining for the blue curtains, meaning only one purchase was necessary.

Step 2 Find your model. Anyone will do, but Sue's long hair made doing the buns easier than it would have with Lisa. (The Chun Li effect doesn't work too well on boys.)

Step 3 Get a big strip of blue material, cut a head-sized hole in it, and wrap it around your model's torso. A cummerbund affair made from the cream lining holds it in place.

Step 4 Circles of the cream material make neat doubles for the bun affairs on the side of Chun Li's head. Thin strips of the same material double as her ribbons.

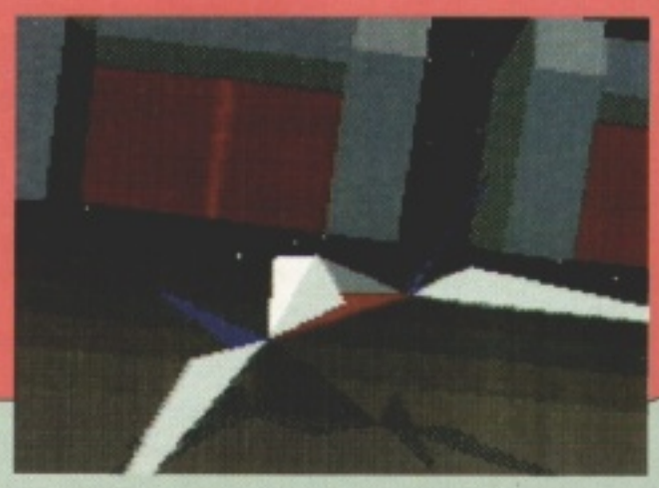
Step 5 This is the trickiest bit. Chun Li's wrist bands are simply made of strips of black card. The sharp spikey points are actually cones of white paper, stuck through holes made in the card from the inside – fiddly, but by no means impossible.

Step 6 The *Turbo*-style fireball, as shown here (and probably the crappest part of our make-over) is simply a crumpled up napkin.

And there we have it! Less than 10 minutes work, less than a quid or two spent, and you've got an instant Chun Li look! A pair of lace-up boots and some American tan tights (about £1) completes the effect. Perfect!

New Super Nintendo Starwing pack zooms in!

Alongside the official UK release of the stand-alone *Starwing* (£49.99, available early June – ie about the time you're probably reading this), there's a new Super Nintendo pack on offer too! This contains a SNES, one controller and, of course, That Game, for only £129.99. Expect *heavy* TV advertising too (though it'll really have to go some to beat Sega's current Mega CD campaign...).



Starwing: Now the very first game many new SNES owners will play!

CHART THROB

THE WORLD'S FAVE GAMES!

Want a monthly update of the top ten games from around the globe? You got it! Nowhere do you get more comprehensive charts!

(For weekly UK SNES chart updates, try tuning in to Digitiser, Teletext: page 470, Channel 4.)

OFFICIAL PENGUIN GALLUP UK CHART

ELSPA PENGUIN CHARTS

▲ UP ▼ DOWN ▶ NON MOVER ★ NEW ENTRY

Compiled for *Super Play* by Gallup

1 ▲ **DESERT STRIKE** Electronic Arts
Climbing to the dizzy heights of number one is the blaster that just *oozes* helicopteriness. 90%

2 ▼ **SUPER MARIO KART** Nintendo
A drop after four months at the top of the chart, but still one of the best SNES games ever. 93%

3 ★ **BUSTER BUSTS LOOSE** Konami
Gorgeously cute cartoon characters star in this enjoyable and challenging platform romp. 89%

4 ★ **MICKEY'S MAGICAL QUEST** Capcom
Another cute game, with fabulous graphics – the only problem being that it's a little too easy. 89%

5 ▼ **PGA TOUR GOLF** Electronic Arts
Plays a fair game of golf, but there are better games of its type out on import. 60%

6 ★ **SUPER STAR WARS** JVC
An excellent platform shoot-'em-up, with loads of levels. The plot's true to the film, too . 89%

7 ▼ **KICK OFF** Imagineer
A flawed, but reasonably enjoyable (in two-player mode) football game. 52%

8 ▼ **SUPER WWF WRESTLEMANIA** LJN
Great graphics and slick gameplay make this fun for a while, but not in the long-term. 74%

9 ★ **SUPER MARIO PAINT** Nintendo
A paint package that's really only for the younger games players out there. 55%

10 ★ **WORLD CLASS RUGBY** Imagineer
The only rugby game on the Super Nintendo, and Jez loves it! What more can we say? 74%

Buster Busts Loose: That bunny is just *soooo* cute.

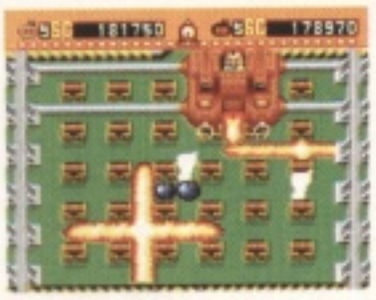
Mickey's Magical Quest: A gorgeous game, if a bit easy.

World Class Rugby: If you're into rugby, you'll be into this.

UK IMPORT CHART

Compiled for *Super Play* by Console Concepts

1 **STARFOX** Nintendo (JAP)
2 **CYBERNATOR** Konami (JAP/US)
3 **SUPER BOMBERMAN** Hudson Soft (JAP)
4 **SUPER TETRIS + BOMBLISS** Bullet-Proof Software (JAP)
5 **POP'N TWINBEE** Konami (JAP)
6 **DEAD DANCE** Jaleco (JAP)
7 **SUPER STAR WARS** JVC (JAP/US)
8 **BATMAN RETURNS** Konami (JAP)
9 **FORTRESS OF FURY** Jaleco (JAP)
10 **FATAL FURY** Takara (US)



Super Bomberman: Frantic bombing fun. We love it!

Batman Returns: He sure does, and with an attitude!

The brilliant *Starfox* remains at number one for the third week running, which – as we've said before – comes as no surprise to us, as it's such an utterly fabulous game. *Cybernator* (or *Assault Suits Valken*) re-enters the UK import chart this month as the second most popular game – we can't argue with that. And we definitely agree with your choice of number three, the superb *Super Bomberman* (reviewed this issue) – as a multi-player game it really kicks. Look out for it in the number one slot next ish! Another fab game, *Batman Returns*, shows its face again this month too.

JAPANESE CHART

Compiled for *Super Play* by Tai Ono

1 **BREATH OF FIRE** Capcom
2 **SUPER FAMISTAR 2** Namcot
3 **SUPER MARIO KART** Nintendo
4 **CAPTAIN TSUBASU IV** Tecmo
5 **SUPER BOMBERMAN** Hudson Soft
6 **OGRE BATTLE** Quest
7 **ALBERT ODYSSEY** Sunsoft
8 **DRAGON BALL Z** Bandai
9 **STARFOX** Nintendo
10 **POP'N TWINBEE** Konami

Ogre Battle: Great Mode 7 scrolling used for this map.

Albert Odyssey: And here's another gorgeous map!

Over in Japan, Capcom's long-awaited and, by all accounts, excellent RPG *Breath Of Fire* shoots straight in at the hot spot, proving that the Osaka-based company can lend its gifted hand to RPGs, too. Tecmo's latest instalment in the story of comic footie hero Captain Tsubasu makes waves, as does the utterly compulsive four-player *Super Bomberman*. Meanwhile, the presence of *Albert Odyssey* and *Ogre Battle* in the chart after yet another month shows the strength of these two particular titles in the crowded RPG market. And what about *Super Famistar 2*, eh? It's *so* popular...

AMERICAN CHART

Compiled for *Super Play* by Woody Carter

1 **STARFOX** Nintendo
2 **BATMAN RETURNS** Konami
3 **FATAL FURY** Takara
4 **BUSTER BUSTS LOOSE** Konami
5 **STREET FIGHTER II** Capcom
6 **TOYS** Absolute
7 **BATTLE GRAND PRIX** Hudson Soft
8 **SUPER CONFLICT** Vic Tokai
9 **PUGSLEY'S SCAVENGER HUNT** Ocean
10 **KING ARTHUR'S WORLD** Jaleco

Starfox: Probably the best game of the year.

Toys: A sad effort at a film conversion. Dull, dull, dull.

And – yes! – *Starfox* stays at number one in the American chart, too. A game this good takes some beating – what'll knock it off its well-deserved laurels? Another game well worth investing in is Konami's excellent scrolling beat-'em-up film conversion, *Batman Returns* – we like it, and the Americans obviously agree! Yet *another* film conversion game enters the chart this month, but we weren't at all impressed with *Toys* (see our review on page 73 this ish). Wargame *Super Conflict* seems popular, though again, we found it just a trifle boring after a while.

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INDEPENDENT SUPER NINTENDO MAGAZINE

SUPER PLAY

STREET FIGH

Hyper Fighting comes to the Super NES!

Following last month's exclusive news story on perhaps the most exciting development of the year – that *Street Fighter II Turbo* would soon be arriving on the Super Famicom – here's our full report. Over the next four pages you'll learn everything there is to know (so far) about this latest, greatest of beat-'em-ups – what the new moves are, what the new costumes are like, and *everything*. Make no mistake – this is the hottest fighting game *ever*...

SUPER NES STREET FIGHTER II TURBO: WHERE AND WHEN?

July 10 is *the* day for die-hard *Street Fighter II* fans (and that probably includes most of us) to circle in their diaries, because that's when the Super Famicom version of *Street Fighter II Turbo* is expected to hit the streets of Japan. Anybody planning to get the game on import should start saving their pennies now – last year, as many people will remember, the original *Street Fighter II* game was selling on import for over £100 in some shops.

You'll be pleased to hear, however, that import isn't the only way you should be able to get hold of the new game. Since our news story in last month's issue, Capcom USA have gone on record as saying that the game is now also planned for the American Super Nintendo, and is due for release over in the States in September this year. The European release dates haven't yet been confirmed, but they're unlikely to be too far behind the US one. Basically, Nintendo just can't afford to let them – not with Sega's own *Champion Edition* lurking in the shadows.

SO, HOW BIG IS IT?

One of the first questions to spring to most people's minds when they initially hear about the new *Turbo* version is 'How big will it be?' 16 meg? 20 meg? 32 meg? For a while neither Nintendo or Capcom would say, encouraging an interesting rumour to surface in Japan. Many people reckoned that *SFII Turbo* would appear on an enormous 32 Mbit cartridge (that's four whole megabytes), though the reasoning behind this seems flawed to say the least. After all, if the Mega Drive and PC Engine games can both handle the complete *Champion Edition* on 20 megabit carts, why would the SNES need an extra 12 meg just for the

Far left: Chun Li's whirlwind kick can be executed while airborne in *Turbo*. Below: Dhalsim's new teleport move allows him to disappear and reappear at different positions on the screen. Very sneaky.

PICTURE REFERENCE

All the screenshots on pages 34 and 35 (and the Contents pages) are taken from the Super Famicom version of *Street Fighter II Turbo*, while the ones on pages 36 and 37 are from the arcade version.

TER II TURBO

by Jason Brookes

Left: Ken sails over Guile's head using a hurricane kick, executed while already in the air. That's why he's so high up.

Below: Vega's rolling claw is much faster and trickier to avoid. Unless you happen to be Ken or Ryu, that is. Ryu's stage is now set at night.

Turbo improvements? The answer is, of course, that it wouldn't – the only real reason anyone would go for 32 Mbit would simply be because it sounds so sexy, not because of technical demands made by the game. And, indeed, it's now been revealed that 32 meg was just a rumour after all. The game will definitely be 20 Mbit, and in Japan will sell for ¥9,980 – around £55, which is slightly more than the original game cost over there.

Capcom's promo artwork gives little away, except the year it's coming out.

WHAT'S IN A NAME?

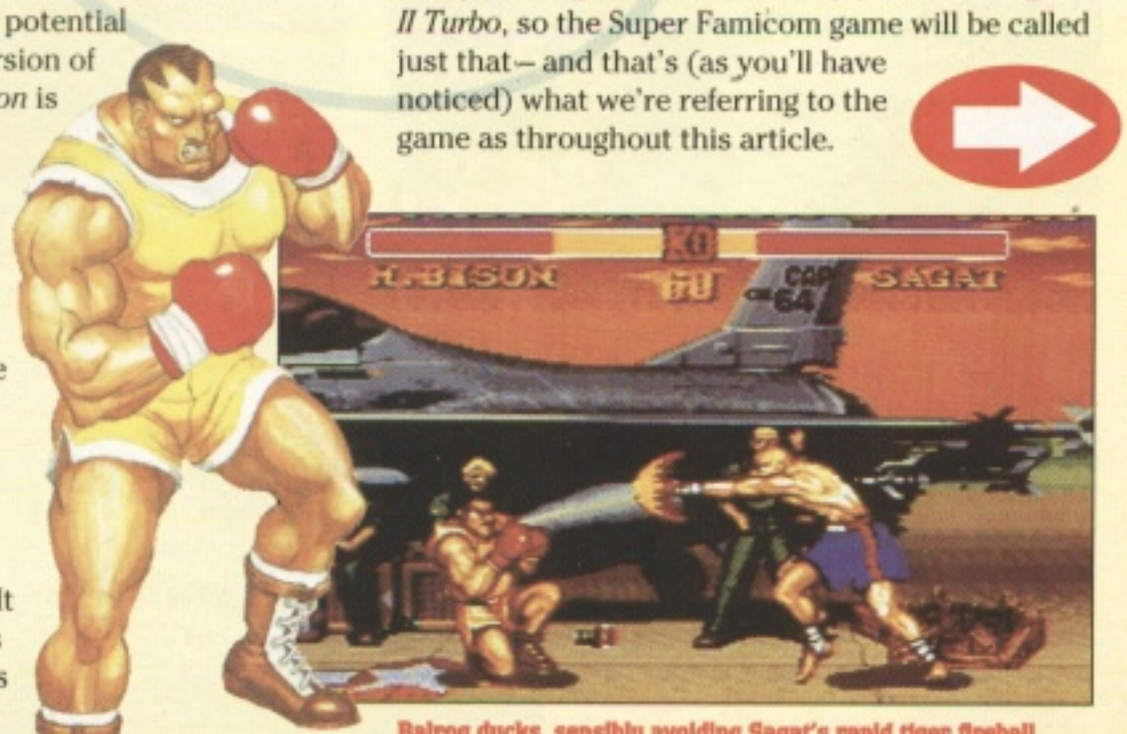
With so many versions of *Street Fighter II* knocking about in the arcades, things can get very confusing. With that in mind, it's about time we cleared up a few popular misconceptions. Ready?

Okay, to start with, there are currently *three* official Capcom coin-op versions of *Street Fighter II* knocking about the arcades. There's the original game, *Street Fighter II*; the follow-up, *SFII: Champion Edition* (sometimes called *Street Fighter '92*); and the latest addition, *SFII Turbo*, which is also known as all sorts of things, which we'll cover in a minute.

However, that's not the full story, coin-op wise. As many of you will be aware, there have also been dozens of dodgy rip-offs of *SFII* from the Far East appearing in UK arcades – new ones cropping up, it seems, every other week. These come under names like *SFII Blackbelt Edition*, or *SFII Champion Of Champions*, and their popularity can be attributed to the dozens of new moves and strategies they offer beyond the standard version of the game. The biggest problem, of course, is that these versions of *SFII* are *illegal*, but they're often badly configured too, resulting in unfair and uncompetitive games that tend to glitch a lot during play.

With so many dodgy versions flooding the coin-op market, Capcom felt they had to a) set the record straight, and b) reveal things like *Blackbelt Edition* as the inferior pirate copies they really are. To this end they released *SFII Champion Edition* early last year, seeing the potential in a decent souped-up version of the game. *Champion Edition* is much better than the original, with redrawn characters and backgrounds and loads of new moves. It's a version of this game that's set to appear on the Mega Drive in September (yes, it's been delayed), and on the PC Engine around June.

So what's this *Street Fighter II Turbo* all about? It is, quite simply, Capcom's latest attempt to keep fans pumping in the coins and, as far as the coin-ops are concerned, it's basically an upgrade kit for *Champion Edition* arcade machines. Confusingly, however, it's known under a number of different names. Sometimes it gets its full US title, *Turbo Street Fighter II: Champion Edition Hyper Fighting* (gasp!), but more usually it's known as simply *SFII Hyper Fighting* or *SFII Turbo*. However, in Japan the game is known simply as *Street Fighter II Turbo*, so the Super Famicom game will be called just that – and that's (as you'll have noticed) what we're referring to the game as throughout this article.



Balrog ducks, sensibly avoiding Sagat's rapid tiger fireball. Balrog is a much tougher opponent in *SFII Turbo*, and his turn punch can now be charged up to different strengths.

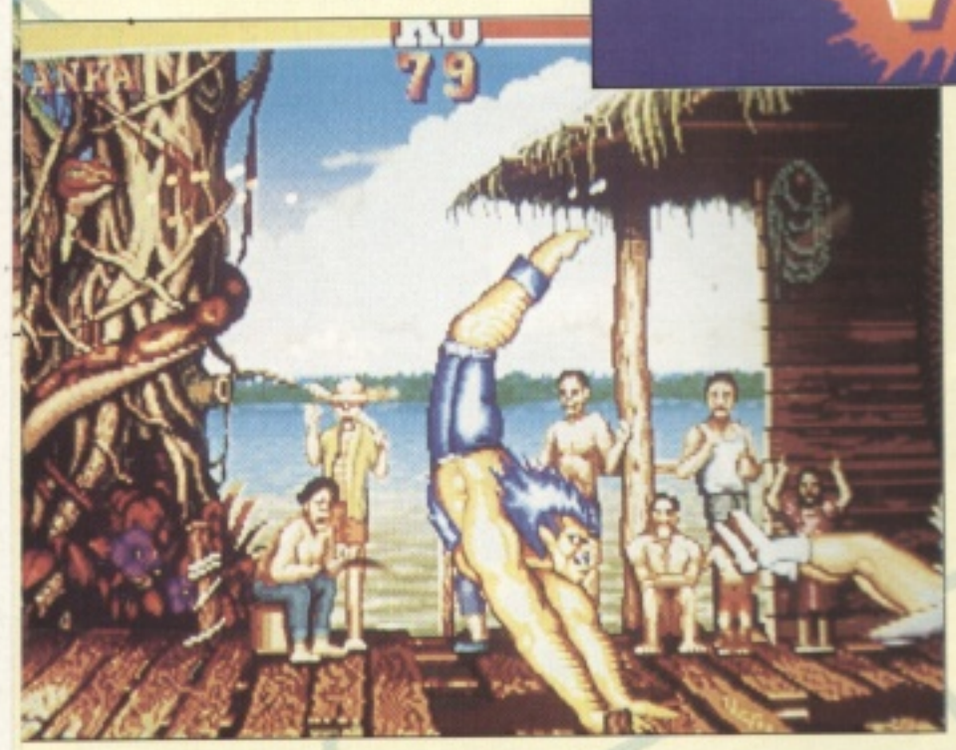
In the UK, the arcade version of the game often drops the *Turbo* tag, leaving it called simply *Street Fighter II Hyper Fighting*.

SO, HOW GOOD IS THE ARCADE THE VERSION?

When compared to the bog-standard original version of *Street Fighter II*, *SFII Turbo* is a vastly improved game. For a start, there's the basic framework of the *Champion Edition* to deal with. This means you've got the ability to control all four boss characters – something that seems more important than life itself to hundreds of you, if the letters to Gamefreak are to be believed – providing a whole new range of match combinations. The *Champion Edition* also irons out the advantages that Guile and Dhalsim had in the original game, by speeding up all the moves of the other players. On top of this, however, there are several new character moves too, and the sprites have been 'toughened up' – the World Warriors are now looking older and more battle-scarred than they did in the original game! Best of all, the gameplay is far better balanced than it was before.

So what extra stuff does the *Turbo* version have over this? The short answer is 'Quite a lot, actually', with a number of very useful enhancements improving the game yet further. The biggest difference is that *Turbo* boasts a whopping 10-15% speed increase over the *Champion Edition*. Lightning fast combos are now possible with virtually no time lag between moves, consequently making the game a much tougher challenge all round. There are graphical differences too, but they're harder to spot. However, the *Champion Edition* colours *have* been dropped, and replaced with the new *Turbo* colours. As you might have noticed from our cover this issue, Chun Li now has a silvery grey outfit to wear alongside her traditional blue one – other characters get new colours too.

Blue Chun Li and grey Chun Li exchange fireballs. Chun Li's fireball is just a blue version of Dhalsim's Yoga Fire.



And then there are the new moves, *Turbo* featuring even more of these than the *Champion Edition*. These include Ryu and Ken's super-high hurricane kicks (as seen in the dodgy rip-off versions of the coin-op), Chun Li's Dhalsim-style fireball, and Dhalsim's own disappearing trick! Of course, these new moves are only part of a completely new package of intricate tweaks and changes that effectively turn the game into a completely new set of challenges. To make things more competitive than before, even more of the original's weaknesses – things like your being able to trap a character in the corner and kick them in without them being able to defend themselves – have been ironed out too to balance things up. With the *Turbo* version it's at last virtually impossible for one character to be significantly better than another.

Top: Apart from new outfits, the backdrops and characters are the same as in *Champion Edition*.
Middle: Blanka's new and improved cannonball proves effective against Chun Li.
Above: All four boss characters waiting to be selected. And not an Action Replay code in sight!
Right: Ken's new Dragon Punch can now reach so high he disappears off the top of the screen!

REVEALED! THE NEW SFII TURBO'S BAG OF TRICKS!

As with the *Champion Edition* before it, *SFII Turbo* offers a number of brand new moves for you to try – though, to be honest, many of the gameplay changes are simply enhanced versions of existing attacks, requiring new strategies to implement and overcome. Here are *some* (but not all) of the changes listed, with screenshots from the arcade version of the game used to illustrate where possible.

● Ken and Ryu now have the ability to execute the hurricane kick while jumping – this lets the attack be much higher on the screen, and more deadly. Dragon Punches are now easier to execute too, and

KNIGHTS IN WHITE SATIN

Those new colours in full!

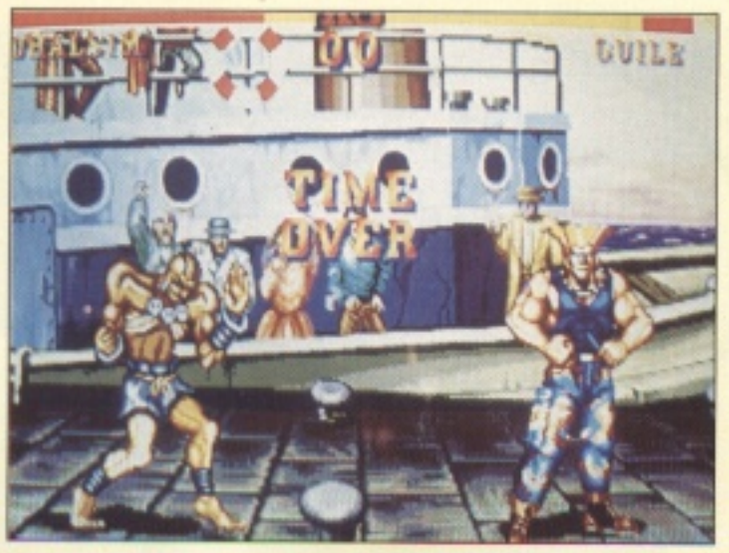
While the *Street Fighter II Turbo* characters normally appear in the familiar colour-schemes from the original game (ie white for Ryu, light blue for Chun Li, etc), now they have all-new alternative colours to go alongside them. Here's a brief run-down, most of them being a variation on the same silvery blue theme:

Ryu – light blue
Ken – purple
Chun Li – silver/grey
Blanka – silver/blue
Dhalsim – silver/blue
Guile – blue/purple
E Honda – orange
Zangief – turquoise
Vega – silver/blue and green
Sagat – white
Balrog – orange
Bison – silver/blue

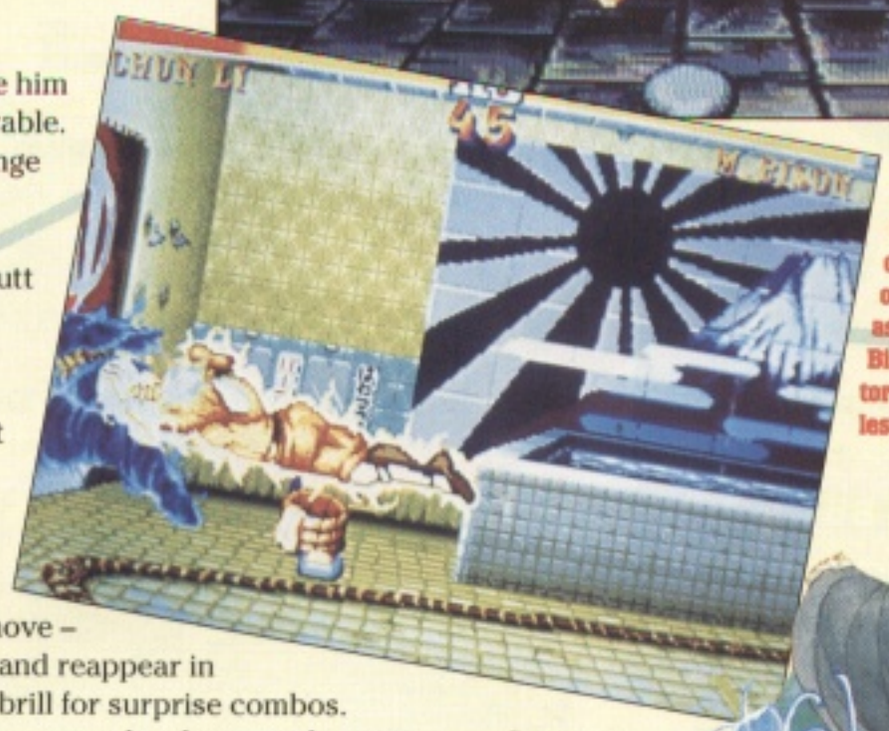
Above and right: Chun Li's alter ego changes into a smart new grey outfit in *SFII Turbo*.

also much higher. A head bash is also included.

- Chun Li, as demonstrated on this month's cover, now has a fireball. This is basically Dhalsim's Yoga Fire coloured blue, but it helps her out considerably, as does the ability to do a whirlwind kick while jumping.
- Guile can throw Sonic booms in mid-air, and now has a head butt too.
- Blanka's roll has been improved, and he can now roll vertically as well as horizontally.
- Zangief's been upgraded to make him rather less vulnerable. His super-long-range pile drivers are difficult to avoid.
- Honda's head butt is even more destructive. Not even a fierce fireball can stop it now, *and* it's fast enough to be used in combos.
- Dhalsim now has a great new move – he can disappear and reappear in different places – brill for surprise combos.
- Vega's rolling claw move has been made more effective at a longer range. Instead of rolling once and stabbing, he now rolls three times very fast.
- Sagat's deadly uppercut has been made even more lethal. Now it's so fast that stopping it in mid-move is much harder than it was in the *Champion Edition*.
- Balrog's turn punch is now chargeable to different strengths. A voice counts as it's charging up, and lets you know when it's fully charged.
- Bison actually loses out a bit in the *Turbo* version, with his devastating corner moves being made less damaging. His scissor kicks can now be stopped fairly easily by a crouching jab, and the flaming torpedo isn't as powerful as it used to be – Capcom decided that the main boss character had to be taken down a peg or two, because of so many complaints that he was far too powerful in the *Champion Edition*.



Not exactly the most action-packed of screenshots, admittedly, but useful for showing Guile and Dhalsim in their new garb.



Above: Guile's even tougher, but can't overpower the others as easily as he did. Left: Bison's flaming torpedo is now a bit less damaging.

Notice how the backdrops are much more detailed than they were in the original coin-op *SFII*. There's a great python around the tree.

Bison vs Sagat – an exciting match in the *Turbo* version of *SFII*. Watch out for that deadly uppercut, Bison!

CAPCOM SPEAKS!

Well, after a fashion. One of our roving Studio Hell City reporters managed to track down someone in the know at Capcom, and ask them a few questions about *Street Fighter II* and *Final Fight*. Unfortunately, the Capcom employee remained kind of elusive with his answers, but, for what it's worth, here's the bulk of the conversation anyway...

Q First, Chun Li. Why is it that she says 'Spinning Bird Kick' in English, though she herself is meant to be Chinese?

A It's etiquette amongst the World Warriors to shout the name of each move in English.

Q A-ha! So why do Ryu and Ken talk in Japanese when they're performing *their* special moves?

A Because they just refuse to comply with etiquette!

Q Zangief's Double Lariat and Screw Pile Driver are both moves used by Haggar in *Final Fight*. Why's this?

A Zangief is an ex-Pro Wrestler, and he learned much of his fighting technique from American wrestlers. Either Haggar was one of the wrestlers he copied, or Haggar copied off another guy, and Zangief happened to crib from the same bloke, too.

Q Okay, so if he was a wrestler, why can't he use the Dragon Suplex – one of the best known moves in wrestling? Guile is able to do it, after all. Don't tell us he was a wrestler too!

A No, Guile wasn't a wrestler. The thing is, Zangief is just holding back. He prefers not to use a move that can be mastered by somebody like Guile.

Q You're obviously going to be a bit tricky with your answers, so here's the last question. If the *Final Fight* series is set all around the world, as it is, why does everyone use Japanese forms of fighting?

A The main reason is that, compared to most other forms of fighting, it's easy to make the Japanese martial arts moves look flash in a game. It also helps the Japanese player – our first audience, after all – to relate to a foreign character if he uses Japanese moves.

SO WHAT'S THE BOTTOM LINE?

As you've probably guessed by now, the wide range of changes and improvements to *Street Fighter II Turbo* turn an already sensational beat-'em-up into an absolutely brilliant, far more challenging, game. Even players who have mastered the *Champion Edition* will find much to learn here, with the sheer speed of the thing (especially) making it even more exciting. Sure, there might be a few people who claim they prefer the original version of *Street Fighter II* with all it's flaws intact, but they're bound to be in a tiny minority – here at *Super Play* we certainly prefer *Turbo*, and by miles. Take it from us – *SFII Turbo* is one hot game (perhaps the hottest we'll see this year, including *Starfox/wing*), and one you'll be hearing a lot about over the next few months. Stay tuned to these pages for the latest updates, though – we're bound to have them first.

- *Street Fighter II Turbo* will be available in Japan on 10 July, with the American version following in September. No news yet for the UK version, but expect it shortly after the American one, unless they decide to hold it back for Xmas!

Multi-player games are more fun – you ought to know that by now. If you still need convincing, though, take a listen to a roomful of people playing *Super Bomberman*. You won't look back, believe us.

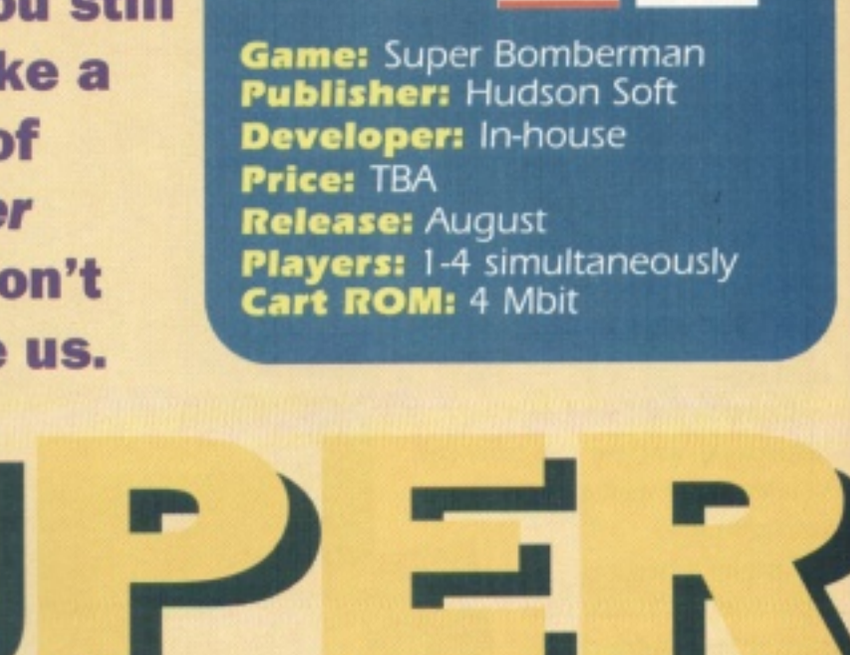
US/Japanese Release

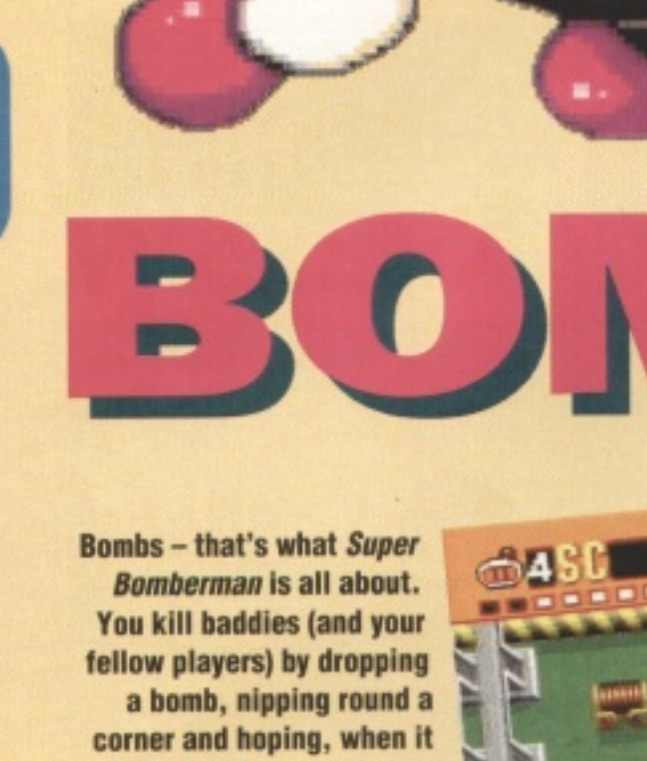
Game: Super Bomberman
Publisher: Hudson Soft
Developer: In-house
Price: TBA
Release: August
Players: 1-4 simultaneously
Cart ROM: 4 Mbit

SUPER BOMBERMAN

Bombs – that's what *Super Bomberman* is all about. You kill baddies (and your fellow players) by dropping a bomb, nipping round a corner and hoping, when it goes off a few seconds later, that the baddies get caught in the blast rather than you. The standard *Super Bomberman* game takes place over a series of levels, which have set layouts and are populated by baddies who wander around aimlessly and who'll kill you if they touch you.

Clear obstructions out of the way (using bombs) and kill all the baddies (again, using bombs). Watch out, too, for pick-ups.





At the end of every stage you get a boss, who needs to be killed using – that's right – bombs. You'll notice, incidentally, that we're using the two-player option here.

One particularly ruthless boss gives you a taste of your own medicine, chucking – yes – bombs at you. You'll need the luck of the Irish to get past him.

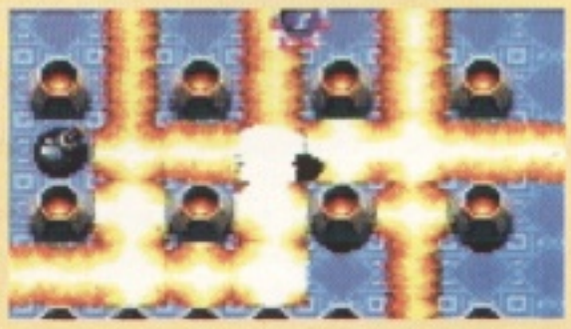
Once the screen's baddy-free, head for the exit (which you'll hopefully have uncovered earlier).

NOT AN OPTION: THE SUPER MULTITAP

There's one extra that's absolutely essential if you're to get the most from *Super Bomberman*.

We've talked about the Super Multitap before, but it's worth mentioning again. You see, to get the best out of *Super Bomberman* you really want to have three or four people playing it at once, and to do that you'll need a Multitap. At present they're only available on import, and might take some tracking down. But don't despair – *Super Bomberman* should be released officially in about August, and Hudson Soft are planning for the Super Multitap to follow on in another month or so.

This map appears between levels, letting you know how you're doing and telling a (sort of) story about a mad scientist.



Hurrah for chain reactions! (As long as you're not actively involved in them, that is.)

There aren't any pick-ups at all in *Super Bomberman*. Actually, there are. That was a joke. (Sorry – it's been a long day.) Some let you drop more bombs at once, some make your explosions bigger, that sort of thing.

THE BOMBERMAN LINEAGE

Those who've arrived at the Super Nintendo via the Amiga will already have an idea of how much fun *Super Bomberman* is – they'll have played a version called *Dynablaster*. Or, more specifically, a not-half-as-good version. You see, *Dynablaster* was actually based on a PC Engine game called, simply, *Bomberman*. The SNES game we're looking at here, on the other hand, is closer to the PC Engine's *Bomberman '93*, which is a better game all round. It adds computer-controlled bombers to compete against in the multi-player game, along with a two-player version of the standard game, a wider range of pick-ups and more varied levels. But (and this is the good bit) *Super Bomberman* is actually better than *Bomberman '93* as well – it's got lots of extra bits and pieces to play about with. So you can rest assured that, in buying *Super Bomberman*, you're buying the best version of *Bomberman* there is. Er, hurrah!

The Amiga version of *Bomberman – Dynablaster*.

THE *REAL* SUPER BOMBERMAN

While the ordinary version of *Super Bomberman* is all right and everything, the game only really comes into it's own in Battle Mode.

Up to four players can join in at once. Players of the Amiga's *Dynablaster* might argue that *their* version of the game let five people play. But you can riposte with the revelation that *Super Bomberman* gives you the option of competing against computer-controlled players. They're complete gits on the harder settings, but they make all the difference if you're low on friends.

Plug in a Multitap and you'll be able to set each player to 'Manual', 'Computer' or 'Off'.

The Battle Game gives you 12 different arenas to play in, too. Some have teleport squares, some have tunnels you can hide in, and one is all dark except for searchlights panning over it. And, while the four competitors normally start in the corners of the screen and work their way towards each other, some arenas put them all in the middle together (which is a bit scary).

Scariest of all is the starting-in-the-middle level, where you've got very little room for manoeuvre.

Some of *Super Bomberman*'s top multi-player game playing areas, including the hiding-in-pipes one.

Given how great *Super Bomberman* is as a four-player game, and the difficulty of conveying in words just *how* great it is, we thought the best thing to do would be simply to run through a real, live five-round match. (One of the many, many we played in the office when we really should have been working.)

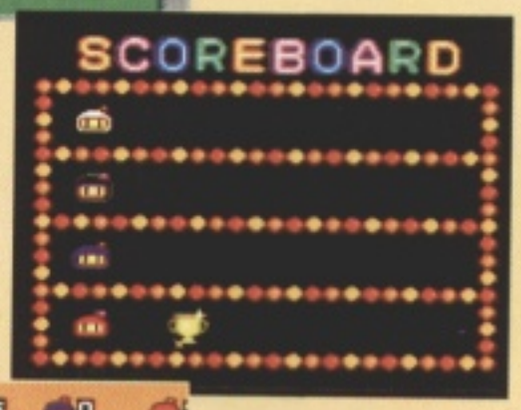
So there we all were, then, on the standard level one-y type level. Matt took the blue Bomberman; Sue, the red; Lisa, the white; and Jez, the black. Sue made sure everyone was ready and pressed START.

Things didn't start too well for Lisa, who quickly fell victim to a deftly placed bomb from Sue. 'Die, sucker!' yelled Sue, causing everyone else to edge away from her slightly.

Jez soon followed, though he suffered the humiliation of getting caught in his own bomb-blast. 'That was humiliating,' he said later.

That just left Matt (who'd only just found the bomb-dropping button) and Sue. Having dropped his first bomb, Matt found himself sandwiched between it and one of Sue's.

'Har har! That's one to me, then,' said Sue. No-one was about to argue.



Hang around for too long and the walls begin to close in, as Lisa and Jez discovered during one particularly protracted game.

Later games saw the braver competitors pooling their resources against Sue. Here she's found herself caught in a neat pincer movement.

But Sue's Boadicea-like determination shone through. She was the first to five, and the winner. Lisa couldn't believe how well she'd done, while Jez had still to prove himself. Matt suggested another game.

GOOD, BAD OR UGLY?

If you'd had the misfortune to have been stranded alone on a desert island, and a copy of *Super Bomberman* happened to come your way, you probably wouldn't be all that impressed. It plays okay as a one-player game, but the incredibly simple concept it's based on, and the functional-but-unimpressive graphics, mean that its appeal tends to wane fairly quickly. Even the bosses and little link sequences between stages don't help all that much. Not to knock one-player *Super Bomberman* – it's a good game. But it's nothing to get excited about.

And the story would remain much the same if one day, while chasing a wild boar into a previously-unexplored area of the island, you bumped into a sort of 'Man Friday' figure. Two-player *Super Bomberman* is definitely a step up from the single-player variety, but it's all a bit wishy washy and co-operative.

Flip to the Battle Game, however, and things begin to look up. Now, as in all the best two-player games, it's a battle of wits between you and Friday (or whoever). It still seems a bit two-dimensional, though – a little like playing poker with only two people. And, although the optional computer-controlled players are a real plus – they're dead intelligent – well... there's still something missing.

But plugging *Super Bomberman* into a multi-player adaptor is like having a veil drawn from one's eyes. It's tantamount to the feeling Saul must have experienced on the road to Damascus. Multi-player *Super Bomberman* is brilliant. It's utterly, utterly competitive, and one of those games where, if you let your concentration slip for even a second, you're dead. Focus too hard on killing one player and the chances are you'll run into another's bomb. Stand still for too long and you're a sitting target; rush about a lot instead and you'll like as not blunder headlong into a fireball. Your eyes have got to be looking in three directions at once. *Super Bomberman*'s a real test of skill – the best players always win in the end, although they tend to find everyone else ganging up on them quite a bit. While *Jimmy Connors*, the only other four-player game around at the moment, was part competitive, part co-operative, *Super Bomberman* is competitive through and through. It's like shutting four bulls in a field with one cow. (Erm, or something.) And all the time you've got the manic *Bomberman* theme tune playing in the background.

So buy *Super Bomberman*. Buy a Super Multitap. And be very careful to check the weather forecasts before embarking on long sea voyages.

● Jonathan Davies

GRAPHICS	SOUND	GAMEPLAY
68%	75%	94%
GAMELIFE	OVERALL SCORE:	92%
91%		

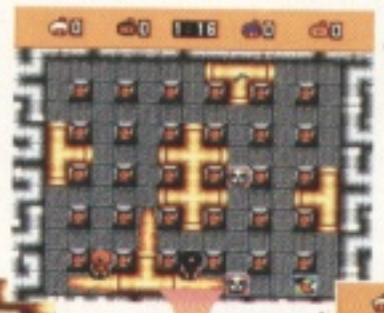
VERDICT: You need a Super Multitap to take full advantage of *Super Bomberman*. Get one, though, and it's devastatingly good fun.

SUPER BOMBERMAN

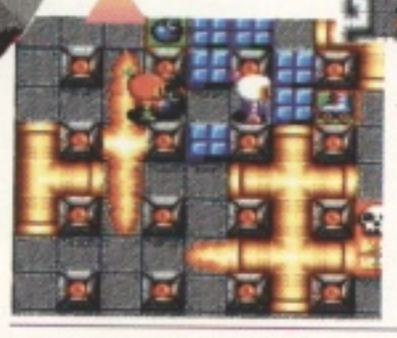
A second chance

'It's that level,' wailed Matt. 'I'd be fine on, say, the one with tunnels.' That was fine by Jez, although Lisa said she didn't want to play any more and Sue had better things to do. So it was down to Jason and Jonathan.

'You've got no chance,' reckoned Jason. 'Really?' said Jonathan, as Jason expired in a cloud of smoke.



'Stop hiding in the tunnels, folks,' Jonathan pleaded. 'It's only a game. Folks?'



Jonathan won the next game, too, while Matt studied his joypad in vain for defects.

Jason swore he'd win if it was the last thing he did, but the scoreboard didn't seem to agree.

'That's a little over the top isn't it?' said Jonathan, humility personified.

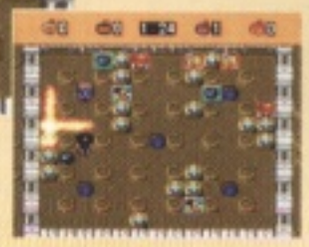
'Aaaaargh!' screamed Jason, as if in confirmation. Matt whimpered.

SUPER BOMBERMAN

This is really it this time. No really

'Okay, we'll give it one more page,' decided Matt; 'I'm ready this time. I know I can do it.' Jason wasn't listening. 'I'm gonna KILL Jonathan,' he snarled, 'KILL him.' 'There's no need for that,' came the reply.

The teleports level was settled upon. 'Wheeee!' shouted everyone, teleporting all over the place...



...and straight into Matt's bombs. 'Hee hee hee!' scoffed Matt.

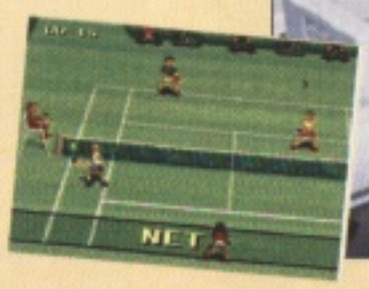
Nevertheless, Jez took the crown. 'This just isn't my game,' explained Matt. 'Put me on a tennis court, though...'

JIMMY CONNORS

A change of scenery

'Just watch,' said Matt; 'There's no stopping me.' We left the Super Multitap plugged in and chose a doubles game. Jason and Jonathan joined forces, though the tension between them was increasing by the minute, so Jez reluctantly agreed to play with Matt.

But in the end, Jez's efforts weren't enough to save the match, although Jason and Jonathan's victory seemed more a result of their relentless efforts to prove themselves than any latent skill.



DEVIL'S COURSE

A peculiar golf game

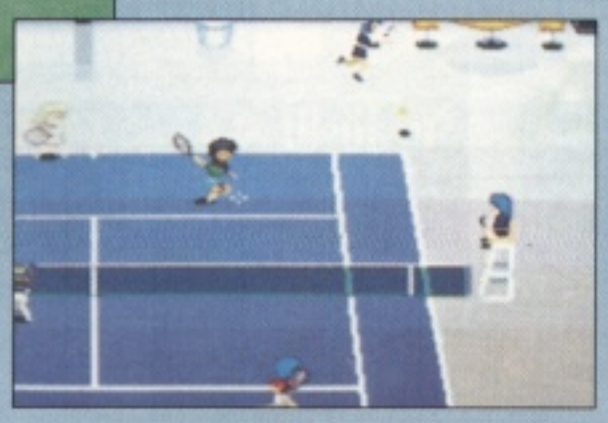
'Okay, golf, then,' Matt croaked, his desperation becoming increasingly evident. After some debate we opted for *Devil's Course*, though accuracy-conscious Jason protested that it wasn't a true multi-player game.

Jonathan was first back to the clubhouse, and top sportsman Jez wasn't far behind. A fuming Jason staggered in a few minutes later, having been held up by a bizarre hole on top of a mountain, and Matt finally offered his resignation from a bunker on the third hole. 'Could we have another page, please?' asked Jason; 'I've, er, got some unfinished business to see to.' 'Do what you want,' huffed Matt. 'I don't care any more.'

More new Multitap games!

Look familiar, *Super Soccer* fans? This sequel lets four play at once!

Not convinced yet that the Super Multitap is the peripheral for you? Well then – listen to this. There are actually loads more games coming up for it that promise to be just as much fun as *Super Bomberman*...



Don't believe it's possible for a tennis court to be weird? Have a peek at this one, with tables in the background.

The only other Super Multitap game currently available is Human's *Super Fire Pro Wrestling 2*, which we gave 72% in SP7. It's another game that's pretty crummy in one-player mode, but suddenly goes all good when you plug in the Multitap, the only problem being the vast amount of Japanese text you've got to decipher.

The two most exciting newies to look out for are *Super Formation Soccer 2* (basically *Super Soccer 2*), again from Human, and *Super Family Tennis* from Namco. We previewed them both in the last issue, so we won't go wibbling on about them any more, except to say that *Super Family Tennis* will have eight different courses to play on, and some of them are just a little bit on the weird side.

Then there's *Holy Sword Legend 2*, which we mentioned in issue 7's RPG feature, which comes out in Japan in July, and which it now transpires is Multitap-compatible (though we've no idea how). It's all in Japanese, of course, but the graphics look gorgeous – all sort of Mode 7 and scrolly, with nice cloud effects – and an English translation is on the way (see page 16).

You'll doubtless have heard of the Barcode Battler (if not, turn to page 14 – exhausting, all this page-turning, isn't it?). A Super Nintendo version should just have come out in Japan and – yes – it's compatible with the Super Multitap. It should be, well, 'interesting'.

Finally, one game we're incredibly unlikely to see in the UK is a bizarre four-player Japanese board game conversion called *Super Momotaro Train 2*. (At least, we *assume* it's bizarre.) You never know, though...

It looks really nifty, and it's coming out in the States (in English) in November, so we'll be able to unravel the mysteries of its Super Multitap compatability then.

'I'm tops for multi-player fun, me. But who are the other contenders? Check over the page...'

RAMPART

Breaking down the barriers

Jason rubbed his hands together. 'Come on then,' he goaded. 'You reviewed *Rampart*, didn't you? And you said it was one of the best two-player games ever?' Jonathan nodded. 'And you reckon you're pretty good at it.' Jonathan shrugged. 'Prove it then.' Jonathan didn't, quite. 'Sure, it's a pretty good two-player game,' he explained, 'but there's not a great deal of thought required...'

VANNA WHITE'S WHEEL OF FORTUNE

Brains over brawn

The only 'thinking' multi-player game we could find was *Vanna White's Wheel Of Fortune*. Jonathan lost ground for not having heard of an 'orthopedic surgeon' ('Orthopaedic, maybe...' he suggested) but Jason's long-standing interest in Ms White seemed to have been rekindled, and he couldn't concentrate properly. Victory, then, went to Jonathan.

STREET FIGHTER II

Getting physical

'Right, that does it!' shouted Jason; 'I'm putting on *Street Fighter II*. Then we'll see who's best.' 'Yeah?' came back Jonathan; 'No chance. You've got no chance.' Jason took Ryu, and Jonathan, Ken. Round after round ended in deadlock.

'I *am* the Gamefreak,' proclaimed Jason, Dragon Punching Jonathan.

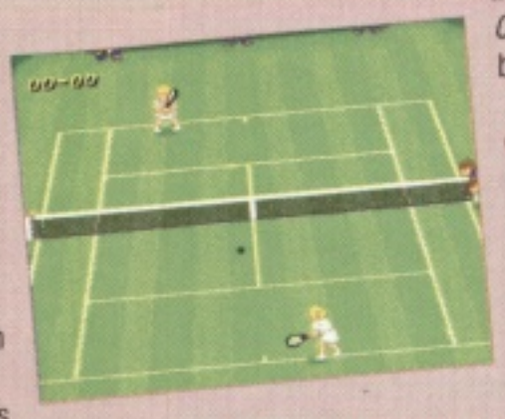
'You're just rubbish,' replied Jonathan, dealing back a Hurricane Kick.

TOP TEN MULTI-PLAYER GAMES

We've already explained that *Super Bomberman* is the best multi-player game ever, but which are the rest? A top ten might be in order. (Although, given the scarcity of Super Multitap games at the moment, we'd better include two-player games as well. Hope that's okay.)

1) SUPER BOMBERMAN

You've just been reading all about how *Super Bomberman* is no great shakes on your own, but is simply the best thing ever with a few friends. But it's worth making the point again.



2) JIMMY CONNORS

Not quite as good as *Super Tennis* with one or two players, but, again, being able to play with four people really does make all the difference. We want more Super Multitap games!

3) MARIO KART

The Grand Prix part of the game is improved no end in split-screen two-player mode. But *Mario Kart* really shines when you switch it to Battle Game, when it becomes the best two-player game ever.

4) STREET FIGHTER II

Street Fighter II is a brilliant game with just one player, so the two-player game can inevitably only be slightly better. It's absolutely brilliant nonetheless.

5) SUPER TENNIS

If you're restricted to two-player games, this is quite a bit better than *Jimmy Connors*, and it's basically the best tennis game ever.

6) RAMPART

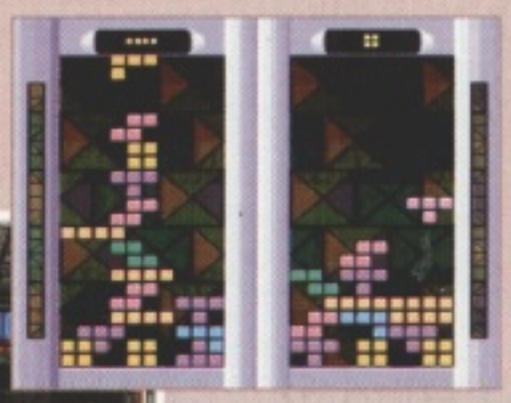
It *looks* like something that escaped from the early eighties, and *Rampart* is a pretty dull one-player game. But in two-player mode it's colossally good fun.

7) SUPER SMASH TV

An all-time classic that works great as a two-player game (albeit of the soppy co-operative variety).

8) SUPER TETRIS 2 + BOMBLISS

Yup – another relatively simple game that has a whole new dimension added to it if you play against a friend.



9) HUMAN GRAND PRIX

Not quite as good a driving game as *Mario Kart*, but it's got that all-important split-screen mode, and a great Formula One feel.

10) NHLPA HOCKEY

One of a huge number of sport games that's best played with two. (*John Madden* is another, or *Super Soccer*, or *Super NBA Basketball*, or...)

That proves, it then – while two-player games are brilliant fun, multi-player games make two-player games look like one-player games. Or something.

ER...

(Sorry about this)

'Rubbish? *I'm* rubbish? I'm not the one wasting all these pages with some ridiculous multi-player games feature that hasn't even got anything about games in it!'
'Has too!'
'Has not! I'm glad I'm not going to have to answer all the letters of complaint.'
'What letters? What do you know?'
'Oof!'
'Ow!'
'Ye-argh!'
'Ooyah!'
(*Hello? British Airways? A ticket to Tibet, please – Ed.*)

Jez, meanwhile, rediscovered the delights of *Wheel Of Fortune*.

(Right, that's it. Sorry for wasting so many pages on all this rubbish, but it sort of got out of hand. The basic point is, I guess, that multi-player games are the best and that the Super Multitap is a must – Ed.)

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FORTRESS OF FURY

Fortress Of Fury is the Japanese name for the American release _Operation Logic Bomb_, in case you were wondering. The rest of the game is exactly the same, though...

Japanese Release

Game: Fortress Of Fury
Alternative name: Operation Logic Bomb (US/UK)
Publisher: Jaleco
Developer: In-house
Price: Approx. £50
Release: Out now
Players: 1
Cart ROM: 8 Mbit

When aliens try to overtake the planet earth you're called in to sort 'em out in true shoot-'em-up fashion. The first level sees you wandering around a metallic space station locating and shooting baddies and generators and all kinds of things. It's your job to clear these areas and stop the aliens turning everything into anti-matter. Plots, eh?

Left: A recording of what happened when the aliens arrived.

Right: The first boss is a rotating crab-like creature.

Left: Level two is outdoors, and there's some nice parallax scrolling, too.

Right: The green mesh is alien anti-matter. The blue thing changes it back.

Throughout the levels there are computer terminals where you can log-in and either get recordings of previous events, or, as in this case, download a map of the level onto your personal electronic organiser (or something). Teleport points are marked clearly to help you find your way through the confusing levels.

GOOD, BAD OR UGLY?

At first I thought I'd missed something with *Fortress Of Fury*. After spending hours and hours wandering around a space station shooting little robots, I decided that there must have been another dimension to the game that I'd completely overlooked. It couldn't really be this shallow, could it? Then I thought of Jaleco's *Rival Turf*, *Rushing Beat Run*, and *Super EDF*, and, well, I stopped searching to be honest.

Still, it must be said that what *is* here might be enough to please some people – the game isn't totally devoid of plus points. Firstly, the graphics are quite nice. They don't strain the machine's considerable abilities, but they're smooth, well-drawn and serve their purpose (albeit a little half-heartedly). The sound is equally unsensational, but it works well enough, with reasonable gunshots and explosions and typically manic and unstructured music.

However, the biggest disappointment with *Fortress Of Fury* is its dated and unstimulating gameplay. *Alien Syndrome*, a similar, though much more imaginative, coin-op from around 1987, was better-looking and far more fun, especially with its two-player mode and the brilliant variety of horrible mutating aliens. On the other hand, Jaleco's game can be engaging, and things like the video flashbacks add a lot to the atmosphere, but it's too slow, and there isn't enough variety or long-term appeal for your money. Viewed in isolation it's solid enough, but when compared to things like *Super Probotector*, *Super Smash TV* or, as already suggested, *Alien Syndrome*, things don't look quite so rosy. It's 1993, and a new SNES game really shouldn't pale next to a six-year-old coin-op.

● Jason Brookes

GRAPHICS	SOUND	GAMEPLAY
74%	67%	69%
GAMELIFE	OVERALL SCORE:	
68%		68%

VERDICT: A competent and fairly attractive shoot-'em-up, but one starved of decent gameplay.

Thanks to Console Plus, (0532) 500445, for the loan of this cart.

THE GHOST OF KITARO

What sort of game is this? Well, it's a scrolly, shooting, beat-'em-up, it's Japanese, and it's very, very odd indeed.

Okay, here's the plot. What you've got to do is... you've got to... er... Oh crumbs. It's all in Japanese. But, through judicious examination of the pictures in the intro sequence, and a smattering of Jason's gaming intuition, here's what we think's going on: You're this chap called Kitaro, who receives a letter (from outer space or something) telling him that on a certain day in the future he's going to die.

Japanese Release

Game: The Ghost Of Kitaro
Publisher: Bandai
Developer: In-house
Price: Approx. £50-£60
Release: Out now
Players: 1 or 2 simultaneously
Cart ROM: 8 Mbit

...so he sets off to try to fix things so he'll be all right, and he ends up fighting lots of monsters. The levels are all really short, but they've each got a different selection of baddies.

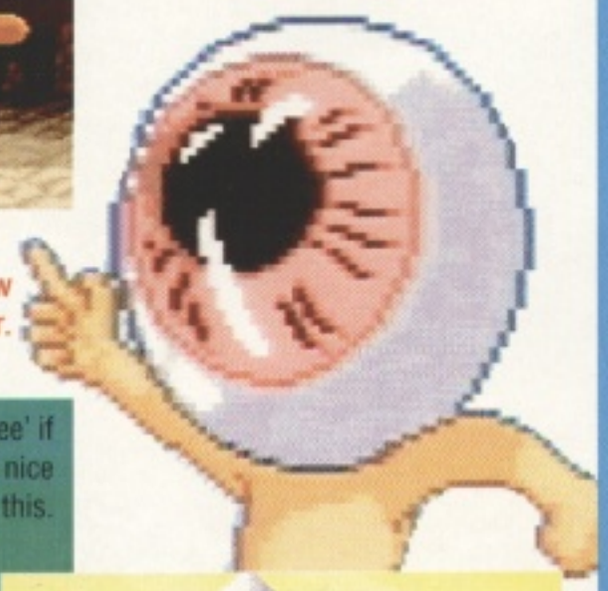
Kitaro's also got a selection of special weapons to use, which can be topped up by collecting the balls which will appear whenever a baddy gets killed.

Er, what's this doing here? Who is she? Anyway, he finds out that he's going to die...

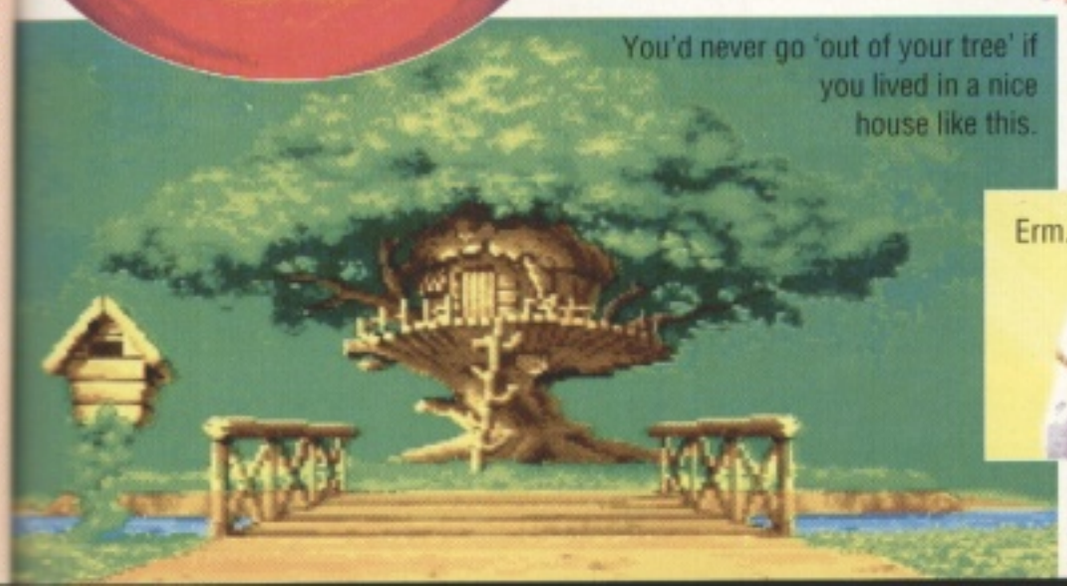
It's worth having a friend handy – on each level Kitaro can team up with a different 'helper' who'll lend a hand with his own weapons and things.

(On the other hand, this might be wrong, and something else is happening.) Below: Not too sure what's going on, but it looks nice.

Oh yeah, and this little fellow hides in Kitaro's hair.



You'd never go 'out of your tree' if you lived in a nice house like this.



GOOD, BAD OR UGLY?

I envy the Japanese, I really do. They can read Japanese, and I can't. And, if the pictures in the intro are anything to go by, the storyline to *The Ghost Of Kitaro* is rather good. *I'd* be happy having it read to me at bedtime. It would make a change from *The Complete Sherlock Holmes Short Stories*, which started off great but has become slightly repetitive recently. The plots are okay, but they're a bit two-dimensional, and I'm a bit weary of the way Sir Arthur uses the words 'singular' or 'singularly' in virtually every other sentence. Victorians, eh?

Er. Right – *The Ghost Of Kitaro*. The graphics in the intro sequence are, like I said, beautifully done, and there are lots of other tasty links between levels. And all this graphical niceness isn't limited merely to intros and things. The in-game graphics are fab, too – just like a cartoon. (Indeed, *The Ghost Of Kitaro*, as far as we know, is based on a Japanese manga.) The backgrounds are nice, with lots of parallax scrolling, there's plenty of top quality animation, and the characters have real, erm, character.

So it *looks* nice. But how does it play? (Woah! Déjà vu!) Erm, well, if this review was a balloon, this would be where someone stuck a pin in it. You see, on your first few goes on *The Ghost Of Kitaro* you'd probably think it was okay. The levels are short but sweet, with loads of baddies. The controls are responsive. But then it'd begin to dawn on you that *if* the graphics were rubbish, the gameplay wouldn't be enough to save it. There's just not enough to it. The graphics *aren't* rubbish, of course, and *The Ghost Of Kitaro* scores plenty of points for them. But it just can't be considered 'great'.

If you *did* buy *The Ghost Of Kitaro* you'd be unlikely to be totally disappointed. It's a tough game – frustratingly tough at times – so it'd last you ages. But you'd probably be better off without it. (*That's a convoluted way of saying 'the graphics are good, but it doesn't play very well' – Ed.*) Er, sorry.

● Jonathan Davies

GRAPHICS	SOUND	GAMEPLAY
83%	70%	56%
GAMELIFE	OVERALL SCORE:	
60%		61%

VERDICT: The graphics are good. But it doesn't play very well. And it's all a bit weird and Japanese.

Thanks to Console Plus, (0532) 500445 for the loan of this cart.

THE ADDAMS FAMILY: PUGSLEY'S SCAVENGER HUNT

SUPER PLAYER'S GUIDE

OCEAN (US/UK)

By Allan Brett

Ocean's first *Addams Family* game was an excellent release, packed to bursting with inventiveness. They pulled out *all* the stops for the second one, though – with world class cute visuals, lots of well thought out levels, and loads of really tricky bits. Allan Brett, the National Computer Games Champion, shows you the way...

Top: Pugsley's in hot water. (*Aaargh – Ed.*)
Left: A list to check... it's a Checklist.

General Hints: Useful Throughout The Game

Pugsley's Scavenger Hunt is a lot easier if you bear these things in mind.

1) The secret rooms are more than a way to gain extra points, lives and so on. You see, they also act as checkpoints – if you should die, you'll start at the room entrance, rather than at the beginning of the section.

2) In the underwater bathroom section, try treading water over one of the cats. The fish bones it throws will explode for extra points. You can keep doing this to gain more lives.

3) Make use of your temporary invulnerability to run as far as you can after sustaining a hit – it can be a useful way of getting past the really tough sections, if you've got enough lives to risk it.

THE BATHROOM

SECTION 1

There's nothing secret or special to be found here – it's just straightforward platform stuff that will test your reactions, but little else.

SECTION 2

1 Now you have a choice. You can either run into the wall to the left for a mega short cut, taking you straight to section 5, or you can go the normal way for extra points and dollars. When you reach a block beneath a gap in the ceiling, jump into the gap to reach probably the best secret room in the entire game.

SECTION 3

Go right, then up the chain nearest to the wall, to get the question mark. This creates a hole beneath you – go down, and extra points are concealed in the wall at the bottom. Now go left and through the gap in the wall, without collecting the orange dollar. The switch blocks in the secret room should be hit in this order: Middle, Right, Left.

Back outside, collect the orange dollar and go up the steps by hitting the block above the crab. If you are interested you could also try collecting the question mark at the start – then, as you fall through the hole, push right and you will be whisked to another part of the level where you will find a question mark. Collect the question mark, and proceed to a chamber that lies to the left of the bottom of the long chain to your left (still with me?). Finding the exit should not be hard.

SECTION 4

If you can get onto the chain at the start of the level, you can collect some dollars by climbing up it. At the far left you will see a 1-up and two hearts, surrounded by blocks which can be head

butted away, Mario-style. The switch needs to be hit to open up the rest of the section.

Past the red crab, jump up onto the edge of the platform next to the rope to uncover a heart. Hit the switch block at the bottom for extra dollars. Now go left and up the first chain you come to, and then go left and get the question mark. Now jump into the wall with a hole in it, to be found on your right, for extra points – a short cut lies in the wall on the left. Go through the short cut and a secret room can be found in the wall on the left, level with the short cut bit.

SECTION 5

2 Kill all of the baddies in the first room to release an extra heart, then hit the switch block. Now the exit is guarded by three columns, each of which can be removed by a question mark – two lie behind false walls, and the third in the top left corner of the level. This can be reached by using the invisible blocks underneath. The bottom set of invisible blocks can also be used to access a secret room in the wall.

SECTION 6

Sorry, nothing of interest in here.

3 SECTION 7

Nor here.

SECTION 8

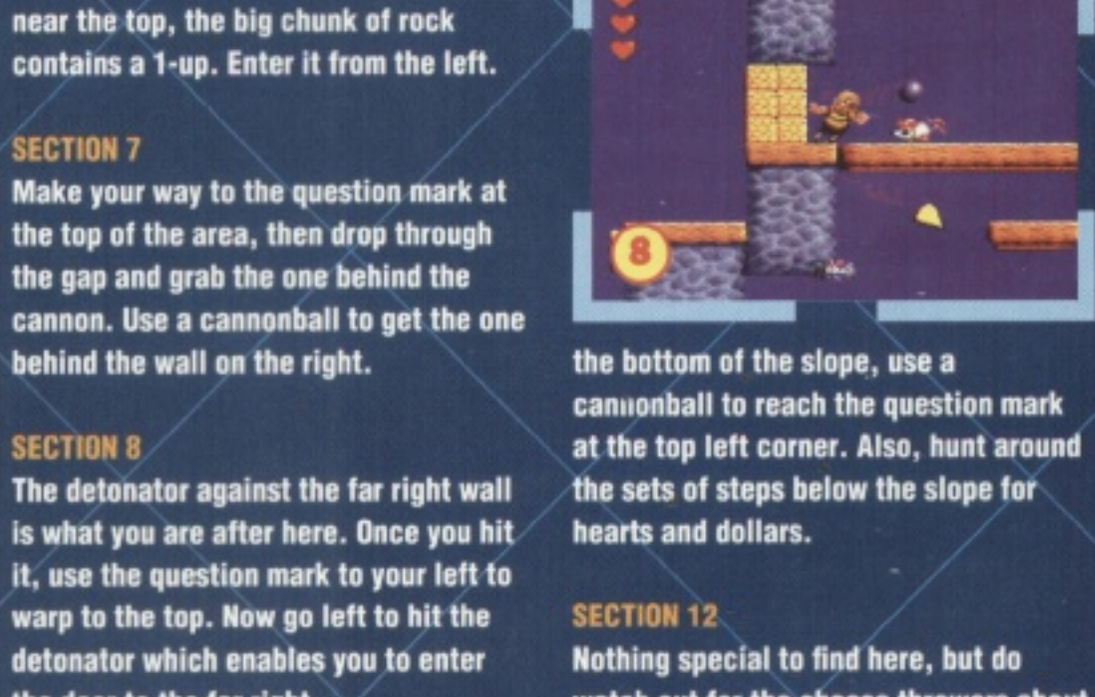
Nor here either!

SECTION 9

The only thing to look for here is a misplaced bit of wall or ceiling, which can be swum through to reach the other bit of the level, and the exit.

BOSS

4 The boss is an octopus. Bounce on his head, then follow the arms around (avoiding being hit by them) until you can hit his head again.



THE ATTIC

SECTION 1

5 Use the cannonballs to smash the blocks around the question mark near the start of this level, which will then allow you access to the 1-up below. Collect this, then jump up into the rock above to be warped to the end of the section.

SECTION 2A

Again, use the cannonballs to break the wall, and watch out for dollars as you run through the resulting space. Use another cannonball from the next cannon to get the 1-up. Collect the question mark, and go back to the first cannon. Hop on a ball, jump up for the heart, and then back onto the ball to break the wall.

SECTION 3

Keep running into the walls to reveal dollars.

SECTION 2B

This is the upper part of 2A, but fairly boring – there's nothing special to find.

SECTION 4

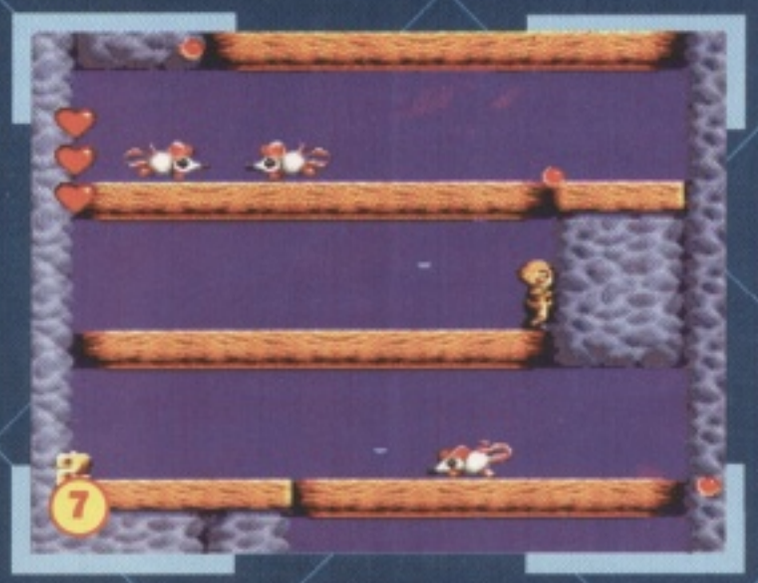
6 Again, run into the walls for points, 1-ups and so on, and use a cannonball to reach the detonator.

SECTION 5

Just run as fast as you can.

7 SECTION 6

Stand on the ledge above the second mouse to use a short cut by running into the wall on the right. Up near the top, the big chunk of rock contains a 1-up. Enter it from the left.



SECTION 7

Make your way to the question mark at the top of the area, then drop through the gap and grab the one behind the cannon. Use a cannonball to get the one behind the wall on the right.

SECTION 8

The detonator against the far right wall is what you are after here. Once you hit it, use the question mark to your left to warp to the top. Now go left to hit the detonator which enables you to enter the door to the far right.

SECTION 9

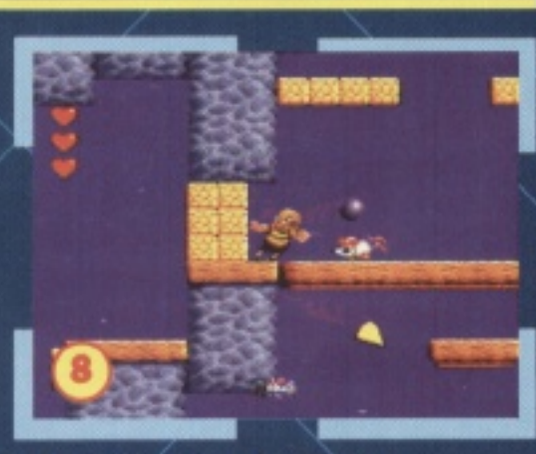
Apart from the need to use the cannonballs a lot, there is nothing of any great interest here.

SECTION 10

8 The wall blocking the exit can be removed either by a cannonball, or the question mark in the bottom right-hand corner of the level. By the door, look out for lots of secret dollars too.

SECTION 11

To remove the blocks at the bottom of the slope, use a cannonball to reach the question mark at the top left corner. Also, hunt around the sets of steps below the slope for hearts and dollars.



SECTION 12

Nothing special to find here, but do watch out for the cheese throwers about half-way through!

BOSS

9 Er, just jump on his head a lot!

THE CRYSTAL BALL

SECTION 1

At the very start, before you go under the spikes, jump up to find an invisible block which will help you to reach some extra points. More points lie in the pointed stack of blocks by the pendulum, and you'll find some in the next stack of blocks too.

SECTION 2

10 Once you're on top of the platform from which the two chains that you have just climbed hang, jump right to reveal some dollars. As you reach the two guillotines, stand on the first one and, as it rises, jump far left and you should be able to get the question mark above the barrels for some more dollars.

Further on, past the spikes and on top of the stack of barrels, search the left wall for points. Further still, past the spikes and chains bit, you'll be climbing up a long chain. Do not get off at the first opportunity – instead go up as far as possible, and onto the wooden beam. Now run right to reach the exit.

SECTION 3

At the beginning of this section, run left into the wall for points. Now hit the block by the guillotine for dollars, and jump up onto the right-hand edge of the blocks with the spike going round, to reveal a block to reach more dollars. Once you reach the chains further to the left, you go down the left one for some dollars. Then go up and jump around to find some invisible blocks which get you to the dollars above. Reaching the exit is incredibly hard – the trick is to stand on the swinging platform, and jump for the question mark as it stops swinging left.

SECTION 4

11 This bit's fairly straightforward stuff. To reach the exit gate, hit the switch blocks in this order: Right, Left, Middle.

SECTION 5

12 Extra points can be found by running along the ground into the wall, just past where the pendulum swings. The only other secret bit is in the wall just past the guillotines – jump into the wall here for a heart and some dollars. As for the exit, open it by hitting the switch blocks to the far left: Left, Middle, Right.

BOSS

13 What a joke – this guy is *sooo* easy! All you need do is hit him before he gets a chance to fire at you. Just keep jumping on his head as soon as he lands from a jump.

THE LABORATORY

SECTION 1

14 There's nothing of any significant interest here, I'm afraid, but, at the end, don't forget to pick up the dollars before grabbing the question mark. Stand on the new blocks and jump right for extra points.

SECTION 2

Near the start you will see a red bottle marked 'HCL'. Stand at the left edge of the platform above, and jump to reveal a block. Jump onto this, and jump again to reveal another block. Jump left to reveal more blocks enabling you to reach the dollars. Below the 'HCL' bottle lie extra points. Now go through the wooden wall on the right.

Further on you should notice a 1-up surrounded by blocks – jump to the far right. Further on still you should come across a dripping bottle of 'HCL', and a question mark – avoid the question mark, and run through the wall to the right. Collect the question mark on the left only – this will allow access to the dollars below. Upon exiting the wall, collect the question mark to get you up next to the dripping bottle on your left. There is a sloping platform here – at the top of it, hit the blocks correctly to give yourself access to the exit gate above.

SECTION 3

15 At the start, run and jump left to collect the dollars (trust me!). Once you reach the moving platform, there are more dollars if you jump in the right place. Use the lift to get to the platform above – concealed in the wall is a secret room. In the room, ignore the blocks on the right, but reveal some more dollars using the left set. Then, once outside, head right and then up – the wall blocking the way can be shifted by hitting the block to the far left.

Once on the lift where the wall was, jump right to reveal a heart and some dollars. Up above you will see some more dollars. These can be reached by hitting the block past the two Van De Graaff generators. Pick up the dollars above the lift and hopefully you'll be able to get through the Van De Graaffs above it. The lift above the generators can be used to obtain some dollars and a 1-up. Once you reach the exit gate, jump through the wall on the right to enter a secret room. In the room, jump around to the left of the question mark to uncover more dollars.

SECTION 4

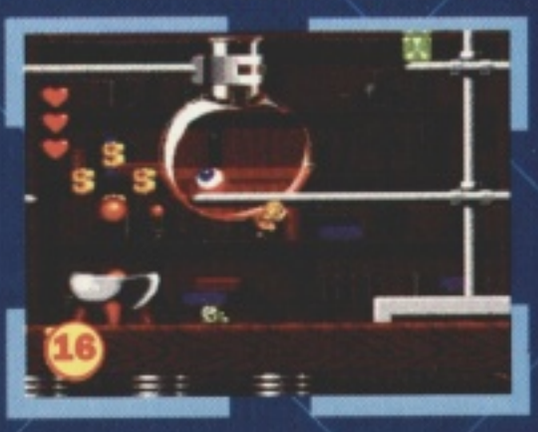
Once you reach the generators, grab the dollars and drop down when the generators switch off. The question mark underneath the generators will reveal more dollars. Go left, and when you reach a green block do not hit it. Instead, go left and stand to the left of the slime puddles to unveil a heart. Go left again and jump through the wall to enter a secret room. Once inside, crawl under the first question mark, and collect the second. On the other set, collect the first and crawl under the second. Once outside again, get back to the green block and hit it to remove the wall blocking your path.

Further on you will find another wall, and a question mark and other stuff directly above. Get back onto the metal platform, and take a running jump – a secret platform may appear, should you land short of the platform. Drop straight down and in the bottom right-hand corner a secret room can be found.

SECTION 5

Nothing secret here, but it *is* quite tricky. Once past the tree lifts you will see some floating dollars next to the flames. Blocks will appear once you drop onto them, so don't hesitate to grab those dollars. Further on, another wall block appears. Remove it using the three green blocks to the left. Hit Middle, Right, Left to get the job done.

When you come to the bit where you can't reach the platform above, jump up next to the wall on the left to reveal a stepping stone. Once the exit gate is in sight, jump across the slime puddle and



hit the blocks on the left to remove the floor and create a platform above the slime. Get onto the platform, and jump right towards the dripping bottle to find another secret room in the wall.

SECTION 6

Once you reach the question mark, grab it to reveal some dollars. Also, to the left of the three switch blocks, a secret room is hidden – jump around inside to reveal stepping stones. Outside again, remove the wall by using the switch blocks: Right, Middle, Left. The bit straight after requires a bit of random jumping in order to reveal hidden blocks. The next set of switch blocks reveal a stepping stone to the blocks above – hit them in the order: Left, Right, Middle.

Once you are past the crucibles and the Bunsen burner flames, jump through the wall on your left. Through it is a wall which contains loads of points by jumping up onto invisible blocks. Also, once at the exit gate an invisible block lies against the wall. There's a secret room just above the protruding orange rod. In the secret room, invisible blocks sit against both walls, enabling you to reach the dollars and the exit.

SECTION 7

16 Ignore the dollars below the Bunsen flames, and once you reach the two question marks be careful not to fall through the floor. Once on the platform above, a secret room can be found in the wall on the left – to get there you will need to get onto the metal platform above. Inside the room, try to stay off the green blocks to avoid certain death.

Further on you'll find some more switch blocks. To remove the wall to the right, hit them in this order: Middle, Right, Left. When you reach the thin passage, keep going left past the gap in the ceiling, and the skull, to hit the switch block which removes a wall blocking the exit gate. Now go back to the gap, and jump up the left-hand side to reveal a stepping stone. Get onto the platform and go left (*not* right – you will get blocked off right by the exit gate).

BOSS

17 The spider is simple to defeat, if you work fast – you should be able to hit him at least twice each time he swoops. However, make sure you dispose of the little spiders, as they can prove to be a real thorn in your side.

THE BASEMENT

18 **SECTION 1**

No secrets to find in here!

SECTION 2

Watch out for the green blobby things on the ceiling! When you find two chunks of rock in the air (where a spike block falls between them), jump above the exit door to reveal more dollars.

SECTION 3

Look for the spike block moving side-to-side, and walk into the wall on the left to find a short cut through it.

SECTION 4

Not much to say here, but be careful with that exit door!

SECTION 5

19 Go left through the wall, grab the question marks, and then go right. When you see a door, stand by the wall blocking your way, jump to reveal dollars underneath. Follow the trail of dollars, and continue going right – go through the wall on your right to

find a second exit. Jump against the right wall in the exit chamber.

SECTION 6

Sorry, nothing to find here!

SECTION 7

There are here, though. (Not secrets as such, but lots of lovely puzzley bits.)

BOSS

20 Defeat the Washing Machine Of Doom by bouncing on the laundry thrown at you, and then onto the machine. It shifts as you are about to hit it, so bounce over it so that the machine moves within your range.

THE ICE BOX

Due to the complex layout of this level, details are a little hard explain. It's not as bad as it looks though. Examine the foreground carefully, and look for question mark blocks, flying spikes and destructible blocks. Basically, use your common sense! If a key block lies surrounded by other blocks, try standing on them, walking through them or head butting them. Most importantly, don't rush or you may miss something vital.

SECTION 1

21 When you reach the set of eight switch blocks, hit them: (deep breath) top Left, next Right, bottom Middle, next Right, top Right, bottom Right, top Middle, bottom Left. (Phew!)

Further on you will encounter some spikes with a question mark set into the blocks beneath. Simply crawl through the blocks to reach the question mark.

SECTION 2

There are only a couple of secret bits here (mostly hidden question marks), with the section mainly relying on your jumping prowess to get you through.

SECTION 3

Be sure to hit the question mark in the top right corner to open a wall down below. When you reach the really spiky section, use little jumps to go down gaps, and the L and R buttons to slide along the floors.

SECTION 4

Sorry, nothing here!

SECTION 5

22 Three switch blocks lie scattered throughout this section (a section that, throughout, requires pixel-perfect jumping skills). The first is above the entry door, while the second lies on top of a column of blocks in the top left corner of the level. Approach the column from the left, and go over the switch block using the invisible blocks to get there. Now walk off the switch block and back in again, whereupon a block should appear, allowing you to hit the switch block. If you can be

bothered, hit the single block against the right wall of the level to reveal some dollars. The third switch block sits just right of the exit door, in the column of blocks in the spikes.

SECTION 6

23 The sheer number of switch blocks on this level is quite overwhelming! At the end of it all you'll find a door suspended in the

air out of reach, and to be honest it had me stumped for quite a while! However, I sorted it out eventually – you can do it. However, I'm not going to tell you how – you're that near the end, i don't want to spoil everything for you. (Yeah, cruel or what?)

SECTION 7

This *is* the very last bit, so I'm not going to help you out – you can figure it out for yourself.

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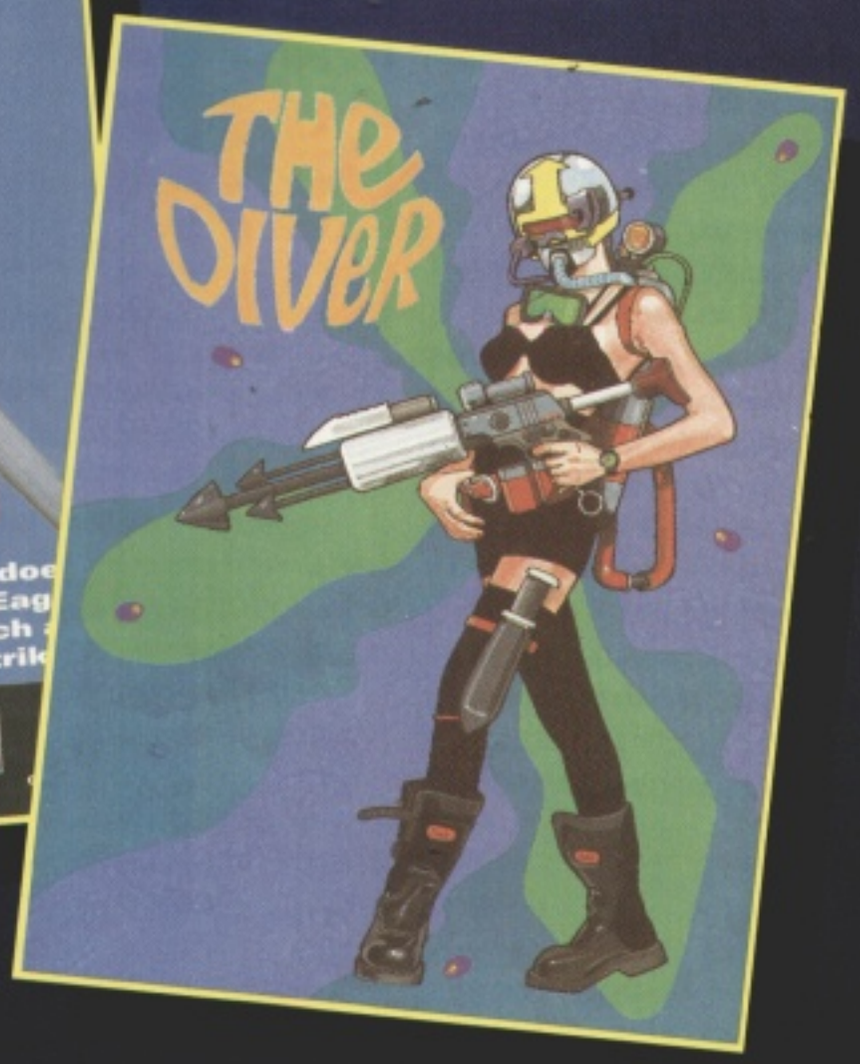
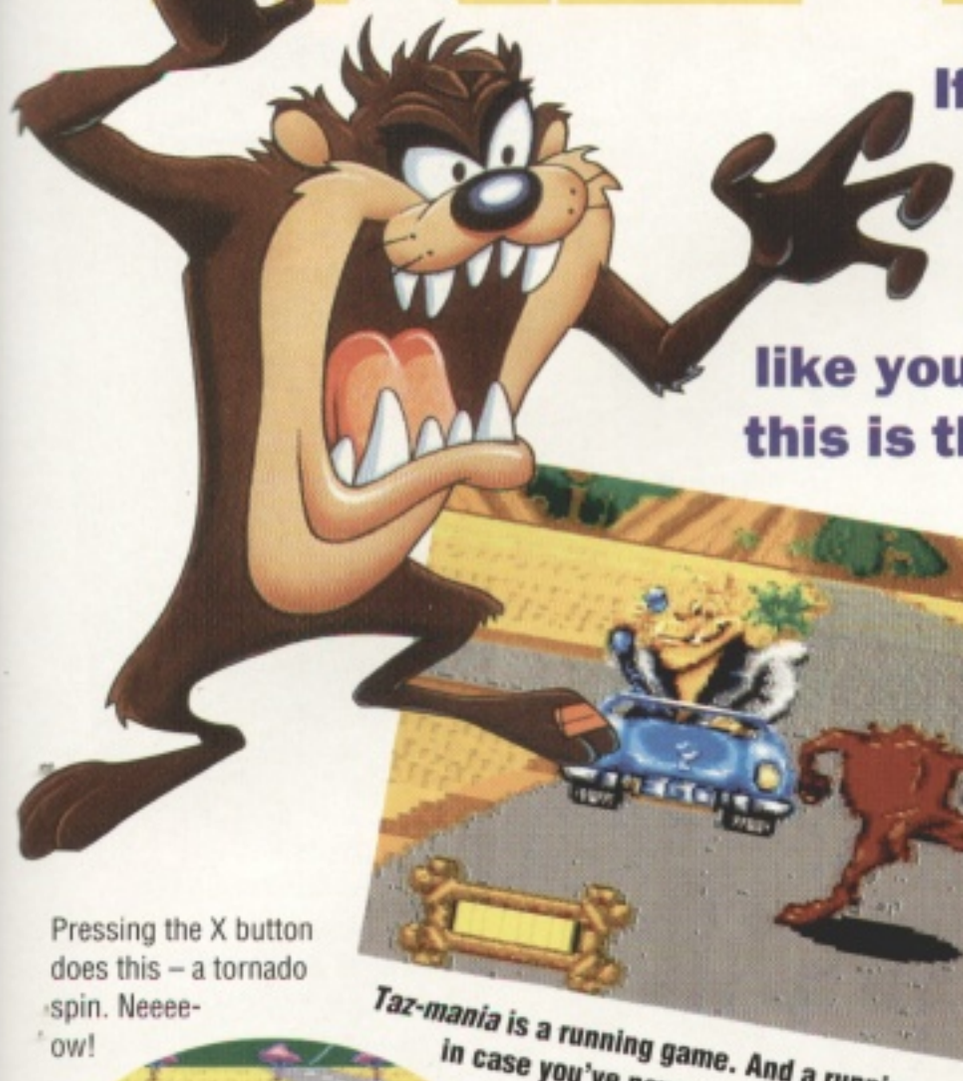


TAZ-MANIA

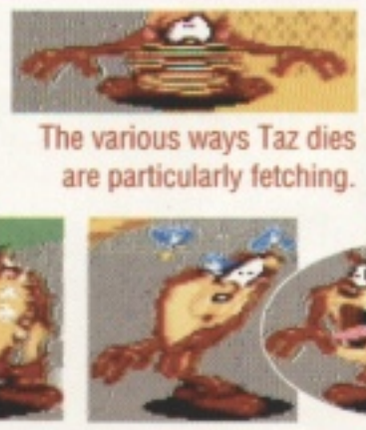


If the idea of staring at the back-end of a Tazmanian Devil for hours on end sounds like your idea of a good time, this is the game for you.

UK Release

Game: Taz-mania
Publisher: THQ
Developer: Sunsoft
Price: £44.99
Release: 29 June
Players: 1
Cart ROM: 8 Mbit

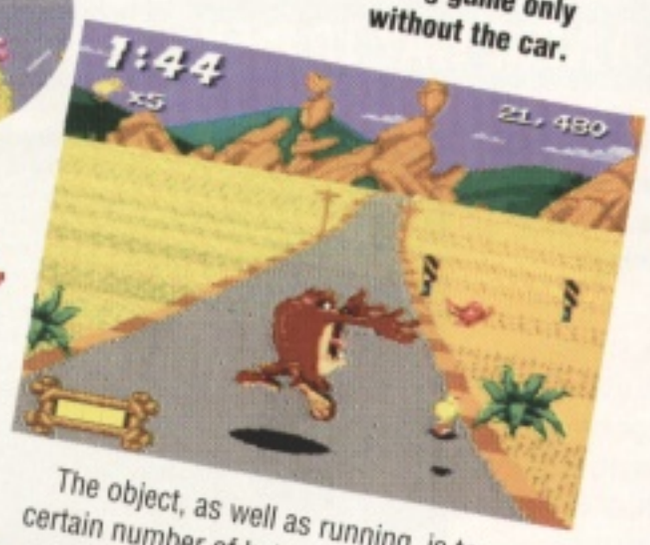
As this is a cartoon licence and everything, you'd expect the animation to be brilliant. And it is!



The various ways Taz dies are particularly fetching.

Didgeri Dingo is an entertaining little mover, too.

Pressing the X button does this – a tornado spin. Neeee-ow!



***Taz-mania* is a running game. And a running game, in case you've never previously encountered one, is a bit like a driving game only without the car.**

The object, as well as running, is to grab a certain number of baby chicks on each level. And eat them. *(No! You can't! – Lisa.)*

Hazards include being kidnapped by pterodactyls...

...or simply falling asleep on the job.

Do remember, though, that the road scrolls along absolutely brilliantly. It's one of the very best roads we've seen in our lives.

GOOD, BAD OR UGLY?

Blerwagee blerwagee blerwagee! That's the noise Taz makes as he's running around in the cartoon. He doesn't make it in the game, though, which is a bit of a shame. But he does make quite a few other noises, and, on the whole, the sound effects in *Taz-mania* are brill.

But they're nothing compared to the road. It's quite simply the best road I've ever seen. It moves really quickly and smoothly, wiggles about wonderfully and has some huge hills and dips. I've no idea how they've done it, especially with all the roadside scenery as well. It quite took my breath away. Phew, I thought. (I should perhaps point out, for the sake of balance, that Jason wasn't actually very impressed by the road at all. 'It's all right,' he said, 'but I've seen better.')

And then, on top of that, you've got the animation of Taz himself. This, too, is superb. He runs really well, jumps really well and grabs chicks really well, and meets his demise in so many different, yet brilliantly-animated, ways that I completely lost count. There are lots of other sprites running around, too, along with some nice Warner Brothers-style backgrounds and plenty of link sequences between levels. It's a visual feast, in other words. An optical banquet.

But (but) (and this is where, in case you hadn't guessed, everything starts going horribly wrong), for some reason all this running along a road grabbing chicks business just isn't enough. It's been very well done and everything, but the whole thing feels, more than anything, like some kind of sub-level of a much larger, more exciting game. You keep expecting to turn the next corner and find yourself in a platform level or something. But no, it's just one long, wiggly road. Hurumph. The other problem is that what little gameplay there is involves grabbing at chicks, and that seems so haphazard it doesn't really count. You just have to keep stabbing at the 'grab' button whenever you're near a chick and hoping for the best.

So it's nice as far as it goes, but too thin to constitute a sensible purchase. Just like *Roadrunner*, Sunsoft's other recent cartoon licence, in fact.

● Jonathan Davies

GRAPHICS	SOUND	GAMEPLAY
82%	80%	60%
GAMELIFE	OVERALL SCORE:	
52%		54%

VERDICT: A smashing scrolling road, and a great feel for the original cartoon. But, erm, there just isn't a game in there. Not that I could find, anyway, no matter how hard I tried.

ALIEN³

(Come out from behind the Super Play settee, Jonathan. You're a grown man now. Well, sort of. This isn't funny, if that's what you're thinking. Not even slightly. Come out now, please – Ed.)

Hurrah! It's another one of those film strip things with pictures from the intro sequence.
The title screen. (Sorry.)
A L I E N
A spaceship flies past.
Inside. Sigourney sleeps.
But... oh no!
Red alert! Honk! Honk!
The spaceship crashes.
An inhabitant of the planet spots it, though. Phew.
Er, can you read that?

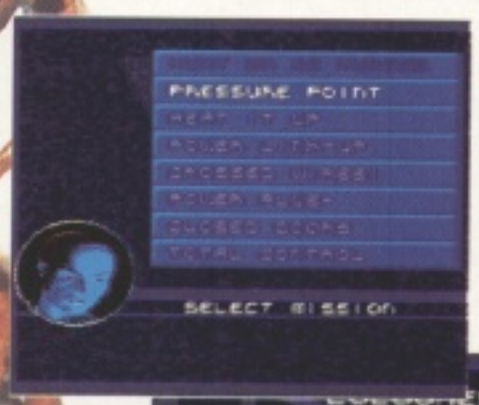
*Alien*³ adopts a scrolling platform shoot-'em-up approach. (What will they think of next, eh?) Armed with a variety of weapons, Sigourney's got to run around sorting out the aliens and rescuing people.

UK Release

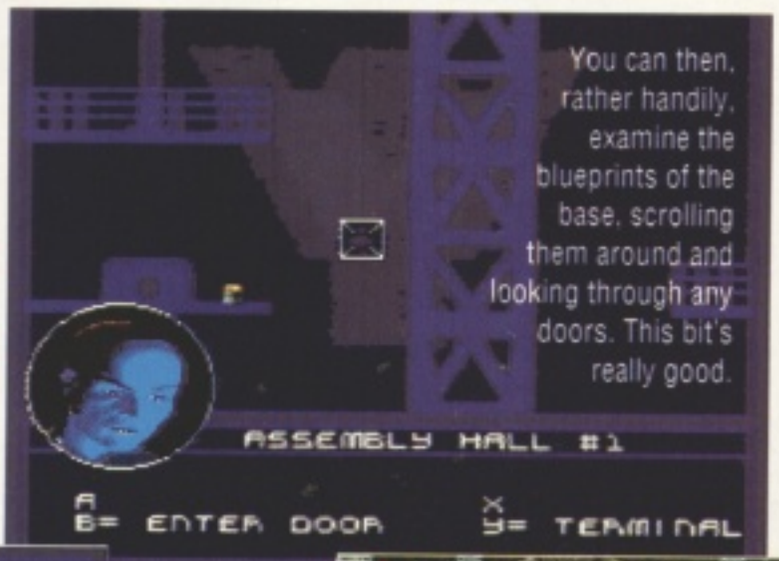
Game: Alien³
Publisher: Acclaim
Developer: Probe Software
Price: TBA
Release: July
Players: 1
Cart ROM: 8 Mbit

LOGGING ON: A NEAT WAY TO PICK YOUR LEVEL

Your first move after pressing START should be to approach one of these handy computer terminals dotted about the place, which'll tell you all sorts of interesting things.



Like, f'rinstance, what missions you can go on. There are eight to choose from, all of which you've got to finish to complete the game.

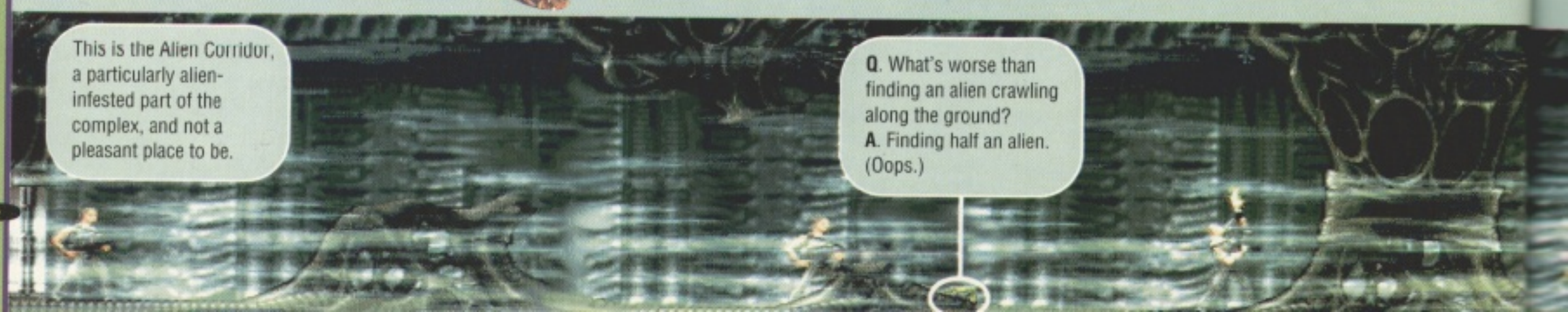


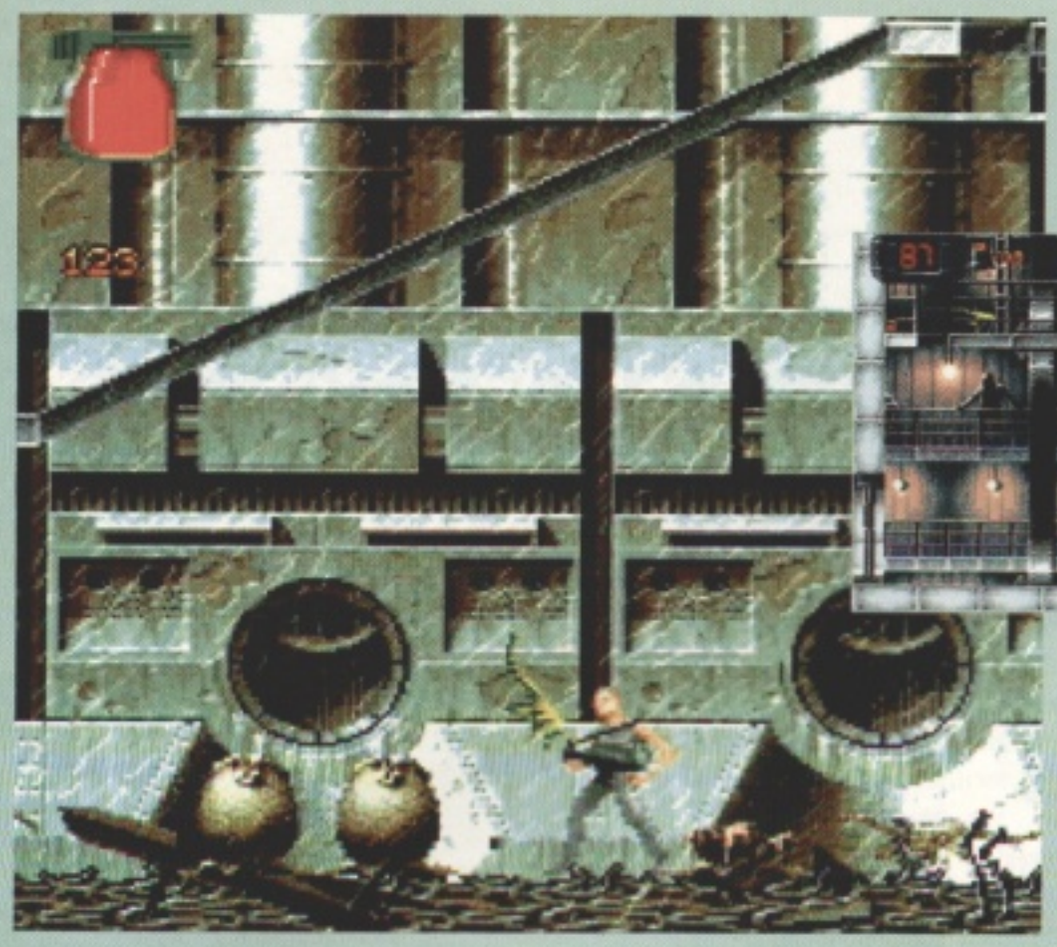
You can then, rather handily, examine the blueprints of the base, scrolling them around and looking through any doors. This bit's really good.

CELL BLOCK #3
TRACKERS HAVE PICKED UP A QUANTITY OF PDT'S (PERSONAL DATA TRANSMITTERS). 0 PRISONERS MUST BE COCOONED IN CELL BLOCK #3 AND CELL BLOCK #4.

Once you've made your choice, a detailed mission explanation pops up on the screen, telling you where to go and what to do.

Finally, head off and do your stuff – in this case, freeing a chap who's been cocooned by the aliens.


This is the Alien Corridor, a particularly alien-infested part of the complex, and not a pleasant place to be.
Q. What's worse than finding an alien crawling along the ground?
A. Finding half an alien. (Oops.)



Below: The only other actual people you'll see in the game are those prisoners in the background.

If you've seen the films, you'll know just what to do with those eggs. (Thwroooosh!) See, too, the attractive rain effect in the foreground.

A POWERFUL WEAPON

Sigourney's weapon is actually a bit more than that – it's three weapons.

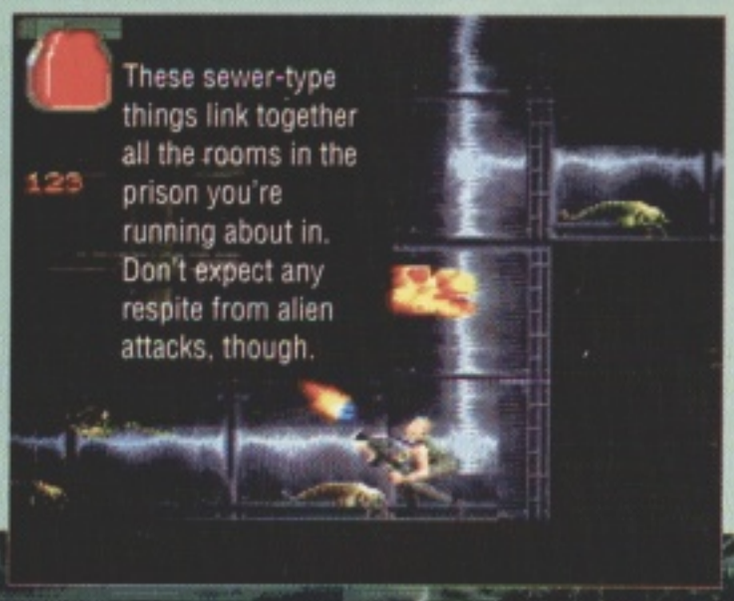
It's a machine gun – handy for shooting aliens to bits.

It's a really brilliant flame-thrower that's great for incinerating aliens.

And it's a grenade launcher – useful for exploding aliens.

The programmers must have spent at least a month and a half working on Sigourney's animation alone. She can do just about anything – here she's using her flame-thrower (Wooomph!) while hanging from an overhead pipe.

Frapooomph! An alien disintegrates into a shower of legs and tentacles and blood.



These sewer-type things link together all the rooms in the prison you're running about in. Don't expect any respite from alien attacks, though.

GOOD, BAD OR UGLY?

Of all the film games I seem to have ended up reviewing in this issue of *Super Play*, this is the only one where I've actually managed to see the film beforehand. And, if you don't mind me starting the review on a 'down', I can't say I was all that impressed by it. It was okay, in a glossy/high-budget/action-packed/lots-of-explosions sort of way. But it wasn't very scary, not like the first two films, and the storyline went rather too overboard on the symbolism for my liking. And it was a bit boring.

But the film isn't the issue here. The game is. And it hasn't really got much to do with the film anyway, apart from being set in a prison, with Sigourney Weaver running round with her hair all shaved off wearing that smelly vest of hers. Here, for example, Sigourney's got lots of weaponry to toy with, including a brilliant flame-thrower and an even more brilliant grenade launcher. And, apart from the odd cocooned prisoner tied to the scenery, she's got the whole place to herself rather than being followed around by a team of convicts all eager to help.

The graphics are uniformly excellent, from the animation of Sigourney herself to the highly detailed backgrounds. In fact, if I had to pick the one thing that really stood out about *Alien*³ it would definitely be the graphics. Look at the screenshots and (unless they've come out all horrible and dark) you'll see what I mean. The sound would come a reasonably close second. The music is nice and loud and dramatic, although it never really develops much in the way of whistleable tunes, and the sound effects work better in practice than they do on the sound test.

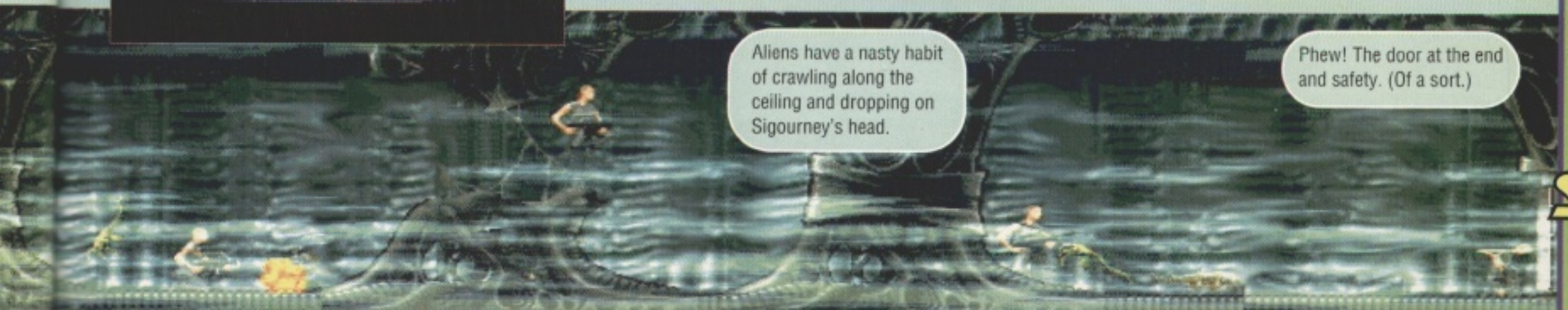
But what it all hinges on, as usual, is what there is to actually do, and whether or not it's any fun. And, as luck would have it, *Alien*³ is damn good fun. I must admit that I'm not 100% convinced by the whole thing – I do have my suspicions that the game grew more from the idea of the film licence, and having Sigourney Weaver running around in her vest, than someone saying 'Hey, I've got this really great idea for a game which would be especially nice if we could find a film to base it on'. And, as a result, I found it all just a teeny, weeny bit boring, and was particularly miffed that I could just wander round and see practically the whole playing area without completing a single mission.

But *Alien*³ is a tough game that'll take ages to beat, it makes effective use of the licence without trying to be too true to it, and, as an added bonus, it looks really nice. I'd buy it.

● Jonathan Davies

GRAPHICS	SOUND	GAMEPLAY
89%	80%	84%
GAMELIFE	OVERALL SCORE:	84%
85%		

VERDICT: Nice graphics and clever animation help to make *Alien*³ both an enjoyable game and a splendid rendition of the film. Hurrah!


Aliens have a nasty habit of crawling along the ceiling and dropping on Sigourney's head.
Phew! The door at the end and safety. (Of a sort.)

THE HILLS ARE ALIVE...

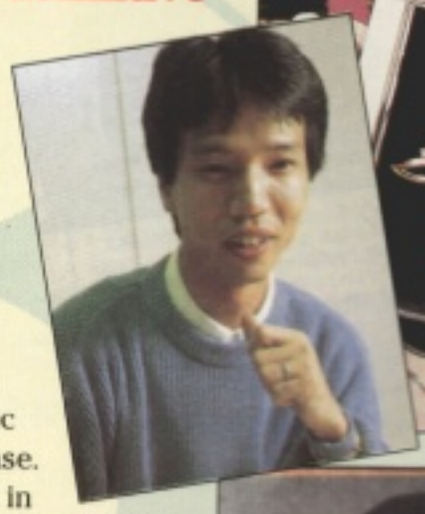
by Jason Brookes

(with the sound of game music)

Behind the scenes with the world's top game musicians

Have you ever plugged a cart into your SNES just to listen to the soundtrack? Or played a game with the sound down, suddenly realising how much atmosphere is lost without the background music? Jason Brookes has. Join him, as he talks to the stars, and reviews their work, in the definitive *Super Play* guide to game music.

With pop music splintering into a million little subdivisions, and video games growing in popularity almost in parallel, it's perhaps hardly surprising that game music is these days attracting a lot more attention than it used to. Don't worry, though – I'm not talking about useless dance remixes of *Tetris* or *Super Mario Land* here, but the actual game soundtracks themselves, particularly on the more sophisticated machines like the Super Famicom. More and more gameplayers are realising just how good the best game themes are, not only for adding atmosphere to your gameplaying, but as something to listen to in their own right. It all started in Japan, of course, so that's where we go for our first interview...



Left: Konami's Motoaki Furukawa, sound designer on all sort of things. Below: Nazo², a top Konami sound guy, and the man behind the *Dracula* CD.

JAPAN
KONAMI KUKEIHA CLUB

In Japan, game music became accepted as an important element to any release far earlier than it has in the rest of the world, and it's grown in popularity since then – to the point where music CDs gate-crash the Japanese charts with increasing frequency. There are whole companies that specialise in game music CDs in Japan, often releasing a whole variety of versions of the music from a popular release. Yes, this does result in a lot of it remaining desperately unessential, even for die-hard fans, but at least this means you'll never be short of stuff to choose from! Perhaps the most bizarre aspect of Japanese game music is the existence of companies' own sound teams, who often play such music live! Zuntata (Taito), Namco Electric Symphony and SST (Sega) are all examples of these, but we decided to interview one of the best – Konami's own Kukeiha Club.

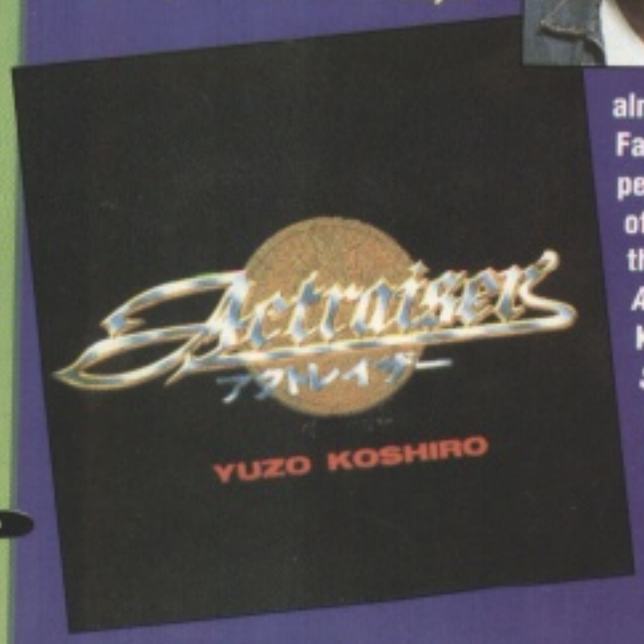
As most Super NES owners know, Konami produce some of the very best game themes on the system, with things like *Super Probotector* and *Castlevania IV* being real classics. Konami's CDs are probably the biggest selling game soundtracks in Japan. The Kukeiha Club member we had a chat with was Motoaki Furukawa.

Q How important do Konami think music should be in games?

A It's just as important as a movie soundtrack really. When you play a game without the music, it's like watching a film with the sound turned down. We strive to produce the very best soundtracks we can for our games, and that's one of the reasons our CDs have managed to crossover into mainstream media, such as the charts.

AND NOW THE CDS!

But what are game music CDs actually *like*? Let's listen to a few, shall we, with the help of a bundle of Japanese disks sent us by our pals at Studio Hell City...



Actraiser
● Alfa Records
(Yuzo Koshiro)

Yuzo Koshiro has become quite famous across the world for his great SNES compositions, and this CD is almost exactly the same as the original Super Famicom music – ie completely brilliant, but perhaps not an essential purchase for owners of the game. As Chris Hülsbeck mentions, there's even a symphonic arrangement of *Actraiser* recorded by an orchestra. Yuzo Koshiro also produced the great music on *Super Adventure Island* on the SFC, and things like the *Streets Of Rage* games on the Mega Drive. Look out for more stuff from him when *Actraiser 2* arrives in November, plus a special interview!

8/10

Dracula New Classics
● King Record
(Konami)

This CD is the second tribute to the *Legend Of Dracula* (*Castlevania*) series, and is produced by Nazo², the talented sound director at Konami, Japan. This CD is a complete classical reworking of tunes from *Dracula* games on the Famicom, Game Boy and Super Famicom, and sounds like it was recorded by a proper orchestra. In fact though, it wasn't – every violin, cello and oboe is perfectly reproduced with the latest technology, and most people would never know the difference. If *Castlevania IV* on the Super NES is your kind of game music (ie wonderful strings, flutes and double basses), this is an essential purchase, and contains some fabulous music.

9/10

tunes, incorporating so many different influences. To give it the real flavour of a *Dracula* theme, they created soundtracks using violins, cellos, oboes, double basses and flutes, and added ancient and modern European and Asian influences to give everything dimension. That might explain why some pieces sound almost ethnic. Both the *Dracula Perfect Selection* and *New Classic* CDs have been very successful. These guys are also responsible for the *Contra Spirits* soundtrack, another popular and completely different game theme.

Some of *Castlevania IV*'s music is included on Konami's *Dracula New Classic* CD. Right: One of Konami's latest– *Pop'n Twinbee*, piano-style!

Q What stage of the game music process are you personally involved in?

A I tend to be called in to make the end sequence tunes that play as the credits scroll. The last end tunes I did were *Snatcher* on the PC Engine CD ROM and *Axelay* on the Super Famicom.

Q How does working on Super Famicom cartridges compare to working on CD?

A Well, it's difficult to get satisfactory results on ROM, because it's so much trickier to actually create the soundtrack in the first place. On a CD it's a straight recording process, while the Super Famicom needs to have individual voices sampled and then arranged on eight separate channels.

Q So how successful are Konami's CDs in Japan?

A There's a company called King Record that produce our CDs, and the first one they published to reach the charts was the music from our coin-op shoot-'em-up *Xexex*, which got to number 42. Since then we've had a number of others that have done well for us, particularly the *Legend Of Dracula* CDs. Recent releases such as *Pop'n Twinbee* and our *GM Hits Factory Collection* are doing well too.

Q How do you go about composing tunes? How much freedom do you get?

A In my case, I make up a melody and just add bits from there. If the graphics haven't been done, I get blueprints of what the game will look and feel like and work from them. As for freedom to create what I want, it depends. Producers are sometimes very specific in what they want done, and at other times it's left entirely up to me.

Q How many people do you have working on a Super Famicom soundtrack?

A On most games there are about three or four people working together, but as games get bigger and bigger, it's becoming harder for that number of people to cope. We're heavily into CD development at the moment, and that requires more people.

Q What have been your most popular soundtracks on the Super Famicom, and why?

A I think *Legend Of Dracula* (Super Castlevania IV *in the UK – Ed.*) on the SFC created quite a stir. Our top sound designers Masanoori Odachi and Souji Jaro were responsible for that one, and they managed to create some stunningly original

GERMANY
CHRIS HÜLSBECK, AUDIOS ENTERTAINMENT

Okay, okay, so Germany isn't exactly the first place you think of as far as quality pop songs are concerned, but it's a different story when it comes to game music. Though only 25, Chris Hülsbeck is a veteran of the Amiga music scene, and has recently started writing for the Super Nintendo too. His Super *Turrican* soundtrack (see preview on page 24) is his first on Super Nintendo, but you may know him for his slick work on the Amiga shoot-'em-ups *Turrican 1 & 2* and *Apidya*. These became so popular in Germany that he's released three CDs based on music from his games over there, and they've sold in excess of 15,000 copies. Here's a chat we had with Chris...

Q Chris, how exactly did you get started writing game music?

A I was always very interested both in music (my Mum and Grandma are both piano teachers) and computer games, so when I began programming in around 1982, some of the first things I wrote were sound engines. I won a music competition in a games mag with my first C64 music, *Shades*, and that got me a job at Rainbow Arts. I've always felt that sound is a very underrated element in games, so I've done my best to try and rectify that and it seems to have worked.

You really like those shades, don't you, Chris?

Q What's the Super NES like as a music machine? How does it compare to the Mega Drive or Amiga, for example?

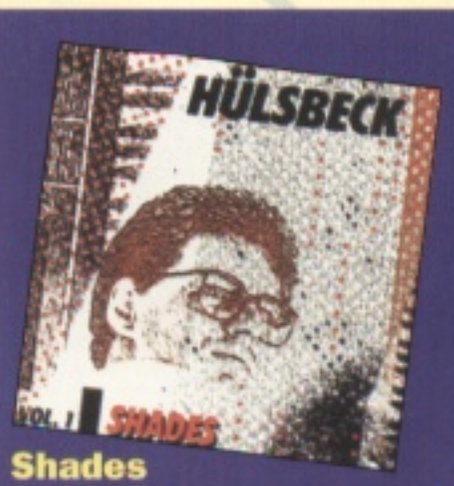
A The Super Nintendo has fantastic sound hardware – the best around. Its extremely easy to create things like Dolby Surround Sound which can be heard in *Super Turrican* on the Super NES – that is, if you know all the tricks, and, of course, if you own all the necessary equipment to output it. Having said that, its CPU isn't that comfortable to code and, funnily enough, I still prefer the flexible and programmable four-channel hardware the Amiga offers. The less said about the Mega Drive's sound the better!

Q Given that a typical Super Nintendo cartridge is 8 megabits (1024K), how much of that space is allocated to music?

Street Fighter II Image Album/Audio Play ● Scitron (Konami)

There are loads of *Street Fighter II* CDs available in Japan, with both of these featured in Super Express back in issue 2. The *Image Album* is basically reworked tunes from the arcade machine, but the other one is more like a Radio 4 play, acted out by real actors (in Japanese), and with the occasional pop song. As I'm no great fan of the original music, I can't really get too excited about the soundtrack CD – it's basically the stuff from the coin-op recorded in a jazzed-up fashion – and the play thingie really only has novelty value (as you won't be able to understand what they're saying). It's funny though.

5/10 and 4/10

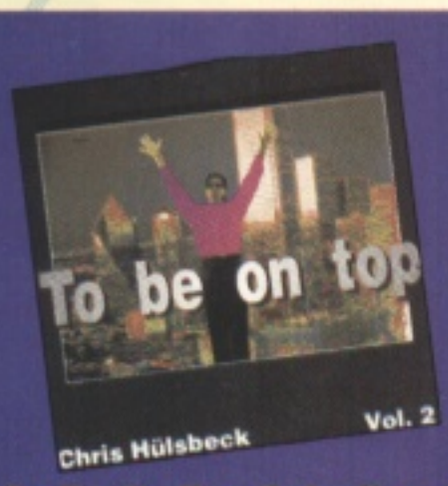


Shades ● Audios (Chris Hülsbeck)

Chris Hülsbeck's first ever CD has a variety of top game music and real house and hip-hop stuff too. However, it's worth getting just for the superb 15 minute *Turrican* medley, fab *R-Type* tribute and others. Brilliant stuff. **9/10**

Apidya ● Audios (Chris Hülsbeck)

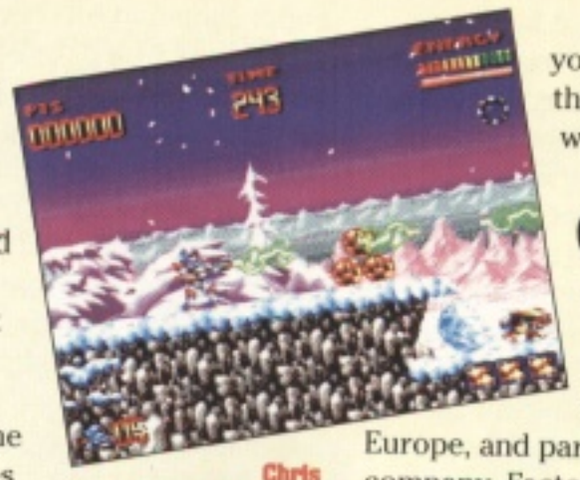
Chris's next CD, *Apidya*, has the complete re-worked soundtrack from *Apidya*, the popular Amiga shoot-'em-up, and puts most of the Japanese shoot-'em-up themes to shame. There is some techno stuff, but the great ending soundtrack more than makes up for it. **8/10**



To Be On Top ● Audios (Chris Hülsbeck)

Finally, Chris's latest CD is another mixture of older computer game themes (*Gem'X*, *Battle Isle*, etc) and new dance stuff. It's good, but will find friends mostly amongst dance music fans. Some neat bits though. **7/10**

A Not much. On *Super Turrican* I've hardly got any room at all, because the cartridge is only 4 megabits (512K). Between 60 and 128K is used by the sound, and to put things into perspective, that equals the memory used by just *two* of the 20-odd soundtracks on *Apidya* on the Amiga! Because Amiga games are multi-disc products there's more memory space for things like music. Within these limits on the Super Nintendo it's awfully hard to deliver quality – a crying shame, because I'll never be able to do what is actually possible. Now, if I had a 12 megabit cartridge...



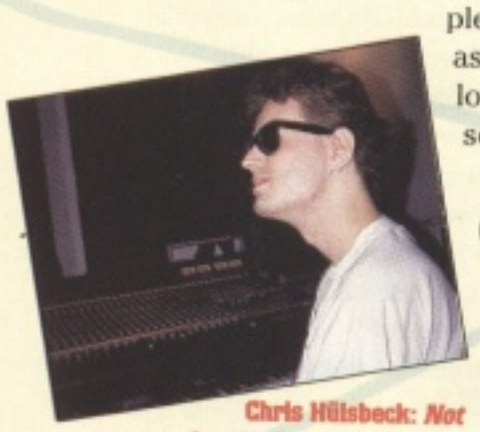
Chris Hülsbeck's first music on the SNES – the fab *Super Turrican*.

Q What equipment do you use for producing music on the Super NES?

A I usually start with basic melodies and stuff on my Kurzweil K2000 synthesizer. Then I arrange it via midi software, running on a PC. Within this period, I limit myself to using only eight voices on the keyboard to simulate the SNES. And after this aural layout, the real work begins. I edit the samples on an Amiga 4000 with a 16-bit sound card, then arrange the final song with a special in-house version of our TMFX music software on my dusty old Amiga 1000 and a standard 386 PC, running the PDS SNES development system.

Q Why did you decide to release Japanese-style game music CDs?

A For three reasons really: To realise every idea my partners and I had in musical terms; to please all the fans who had asked for them; and to sell lots and lots and make some money!



Chris Hülsbeck: *Not one of nature's posers..?*

Q Game music CDs are extremely popular in Japan. Do you think they're going to grow in popularity in Europe too?

A Actually, when I was in Tokyo I found it quite difficult to find game music CDs in the shops, so perhaps it's a bit of a myth that they're very popular over there. That said, I've sold a few game music CDs in Japan, and even received fan letters from there, which feels good, I can tell you! To answer your second point, I certainly *hope* the idea of releasing game music CDs will develop over here.

Q What about writing music for one of the big Japanese companies like Konami?

A To be honest, I'm quite happy writing music for the software developed here in Europe, and particularly the stuff that our parent company, Factor 5, turn out. (*Factor 5 are the programmers of* Super Turrican. *We'll have an interview with them next month – Ed.*)

Q What are your favourite games, and do you have any favourite SNES soundtracks?

A When I have time, I really love playing quality games like *Starwing*, *Art Of Fighting*, *Mario*, *Rampart* and *Actraiser* – but in an average working week there's not much time for playing. As for SNES music, there are many great soundtracks out there, like *Super Probotector* and *Batman Returns*, but my real favourite is Yuzo Koshiro's *Actraiser* – one of the best soundtracks ever made. I was hooked when I first heard it over two years ago, and have both the original tunes and the symphonic adaptation on CD. I still prefer the original SNES incarnation. He's really good...

Q Do you have plans to produce any CD ROM soundtracks?

A We've already adapted *Jim Power* for the PC Engine Super CD ROM, and will hopefully get the chance to do more BGM (background music) CDs, including some for the Super NES CD ROM. The problem is that the big companies who do CD ROM stuff usually have their own in-house staff. Only time will tell whether these people can deliver quality CD music.

Q What plans do you have for future soundtracks?

A I've got high hopes of working on big budget Hollywood movies for George and Steven, and also producing interactive soundtracks for the latest virtual reality multi-media games. I've no idea what VR sound will be like, but one has to coin the odd popular phrase from time to time!

Q Finally, Chris, do you have any plans for more game music CDs?

A Yes, the next CD will be a 100% *Turrican* production, adapting all the latest console tunes from *Super Turrican* on the SNES and the *Turrican 3* on the Mega Drive.

And now!

Super Play Top Five SNES Soundtracks!

Everyone has their own particular favourites, of course, but here are five essential SNES soundtracks that simply everyone should listen to...

1 Castlevania IV
Just the best, featuring a wide selection of gorgeous classical themes.

2 Solstice II
Amazingly atmospheric folky tunes make for a very unusual soundtrack.

3 Actraiser
Faultless, rich, orchestral – Yuzo Koshiro's finest hour, and just like a film soundtrack.

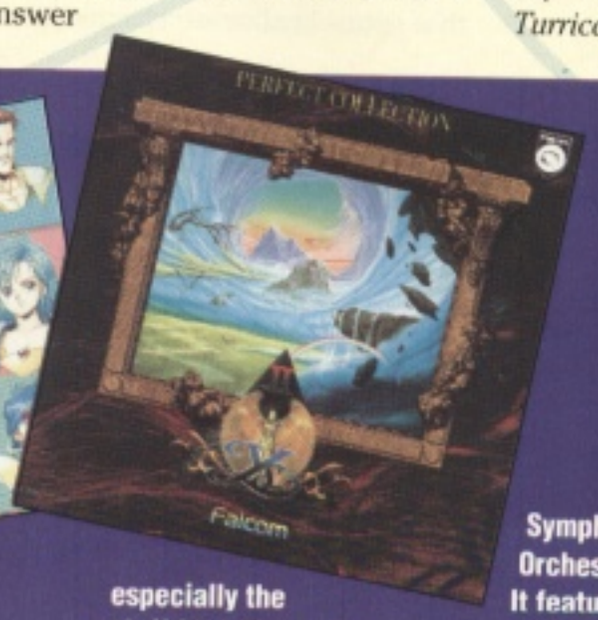
4 Super Probotector
Another film-like theme, with tons of marching-type beats in it – this time it's definitely a war movie!

5 Super Turrican
Chris Hülsbeck's all new *Turrican* tunes sound great on a Dolby Surround set up, and a few of the later tunes are brilliant.

So, how do I get hold of game music CDs?

It's not easy – nobody imports them on a regular basis, though people like Console Concepts, (0782) 712759, and The Japan Centre, (071) 439 8035, have occasionally had them in stock. Soon, however, a UK company *might* begin importing Japanese CDs on a regular basis – see next issue for more details.

We've better news on the Chris Hülsbeck front, though – you can order his CDs direct by sending an international money order, or Eurochèque, for DM40 per copy (inc p&p), payable to Audios, Hülsbeck-Matzke Gbr, to: Audios Entertainment, CD Order Dept, Wilhelm Leuschner Platz 8, W6070 Langen, Federal Republic Of Germany. They'll even do *Super Play* readers a special deal – order three or more CDs and you only pay DM110, saving DM10!



Falcom Selections ● Various RPG music

There's a massive range of Falcom music in Japan, and some of it's exceptionally good, especially the stuff from the *Ys* games. All these packs are double or even triple CD sets and one of them, the Falcom *Neo Classic* CD '*From Studios in London City*' was, rather unbelievably, recorded by the London Symphony Orchestra! It features music from *Dragon Slayer*, *Wanderers From Ys*, etc and sounds utterly wonderful.

8/10

Starblade/Galaxian³ ● Arcade soundtracks (Namco)

This arcade soundtrack features the best *Star Wars*-style intros you'll hear anywhere, complete with a brilliant commentary (in English) and some quite decent music too. *Starblade*'s music is similar to *Starwing* (but much better), and the *Galaxian*³ music is also good, but a lot jazzier. This one's worth getting even if its just for the fabulous intro.

7/10

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OUR TOP TEN SF/ SNES OF THE BEST GAMES THIS MONTH*
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ACTION PACHIO

Left: Talk about *Sonic*! Here Pachio does his version of the Sonic Spin. Right: Weird!

Left: Those familiar with CodeMaster's egg-like Dizzy character will be on familiar ground here.

Japanese Release

Game: Action Pachio
Publisher: Coconuts Japan
Price: Approx. £50-£60
Cart ROM: 8 Mbit

Part of the pretty intro shows Pachio sent off on his mission (whatever that might be).

GOOD, BAD OR UGLY?

We're always banging on about how Super Nintendo software is generally better than Mega Drive stuff, but something like this is enough to make us eat our words. *Action Pachio* so desperately wants to be Sega's *Sonic*, but it falls at every hurdle.

Hurdle number one is the graphics. They're jolly enough, but there's little imagination in here, not much in the way of animation, and our hero looks more like 8-bit home computer budget game star Dizzy than anything. Hurdle number two is the game design – a blatant rip off of Sega's figurehead game, from the hoop-substitutes you have to collect to the Sonic Spin that Pachio himself can perform.

However, hurdles three, four, five, six (up to just about any number you can think of) are the speed. This is soooo slow – hardly stonking along at the best of times (when Pachio is rolling about in ball-form), it slows to a crawl whenever more than one baddy appears on screen. It's yawn city – and bad enough to have us scrabbling to cover up the monitor when someone from *Sega Power* walked into the room for fear that if they saw this, they'd be taking the Michael out of us for months. Steer clear of the game, but those with Sega-owning mates especially so. It just ain't worth the embarrassment.

● Matt Bielby

GRAPHICS	SOUND	GAMEPLAY
55%	47%	40%
GAMELIFE	OVERALL SCORE:	42%
35%		

SUPER DUNKSTAR

DETROIT GEARS
PLAYER POS STUFF POW SPD SHT PAS DEF FOU
D. THARDZIK C 255 4 2 3 2 2 0
H. BIBBY F 255 4 2 3 2 2 0
N. LIER F 255 4 2 3 1 2 0
T. GARR G 255 3 2 3 2 2 0
M. BARRY G 255 4 2 3 1 2 0
L. KENON 255 3 2 3 2 2 0
E. HAYES 255 6 2 5 3 3 0
A. DANTLEY 255 3 2 4 2 2 0
FORMATION MAN TO MAN

Oi! Stop mucking about! That's a basketball net, not a high diving board! Gor... kids, eh?

The boys try again for that elusive triple-deck pyramid.

Japanese Release

Game: Super Dunkstar
Publisher: Sammy
Price: Approx. £50-£60
Cart ROM: 8 Mbit

There aren't very many statistics in *Super Dunkstar*. A good thing? A bad thing?

GOOD, BAD OR UGLY?

There are loads of perfectly good basketball games around for the Super Nintendo – *World League Basketball*, *Super NBA Basketball* and *Bulls vs Blazers* to name but, er, the only three I can think of at the moment. And that makes recommending *Super Dunkstar* extremely tricky.

You see, while the basic mechanics of the thing are sound enough – it does actually play basketball okay – the graphics are so primitive as to render *Super Dunkstar* virtually unplayable. Imagine the slightly jerky animation of *Bulls vs Blazers*, and double it. Then imagine clusters of players all jerking about together, so you can't tell what the dickens is going on. And then, as the final straw, picture the player you're actually controlling flickering about like a broken strip light (which is the method Sammy have gone for, rather than the more normal little arrow above his head). It's a mess, it really is.

And it's not even as if there are many options to muck about with, either. All I could find was an Easy/Normal/Hard setting. And you can't even turn off the fouls and things, so you've got those interrupting the game all the time. Tch. Basketball games need to be extra specially good if they're going to be worth buying at all, and *Super Dunkstar* simply isn't.

● Jonathan Davies

GRAPHICS	SOUND
48%	60%
GAMEPLAY	GAMELIFE
54%	60%
OVERALL SCORE:	55%

INCREDIBLE SUMO HEAD TO HEAD

SUMO SPIRITS VS SUPER SUMO

If you've been watching the sumo wrestling on Channel 4 (when it's on), you'll be delighted to see that this month Jonathan Davies sets the Super Nintendo's two best sumo games against each other – in a battle to the death!

Japanese Release

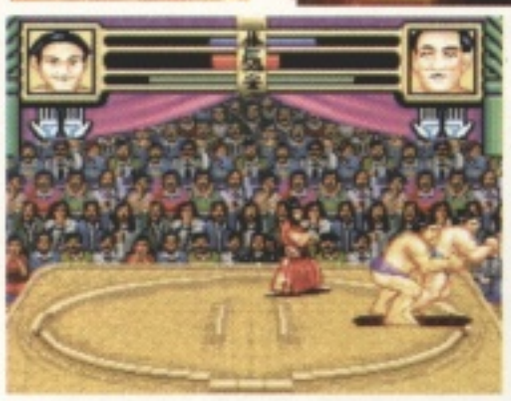
Game: Sumo Spirits
Publisher: Takara
Price: Approx. £60
Cart ROM: 8 Mbit

Japanese Release

Game: Super Sumo
Publisher: Namcot
Price: Approx. £60
Cart ROM: 8 Mbit

ROUND 1: Authenticity

The whole point of sumo wrestling is that it's *wrestling* – ie the two competitors are using pushing, shoving and grappling to force each other either out of the ring or onto the ground. Sure, a bit of slapping and thong-twisting is allowed, but *Super Sumo* seems to go a little bit overboard in this area. It even lets you slip in the odd head-butt now and again. This, combined with it's cartoony (though very amusing) graphics means that the much straighter *Sumo Spirits* wins this round.



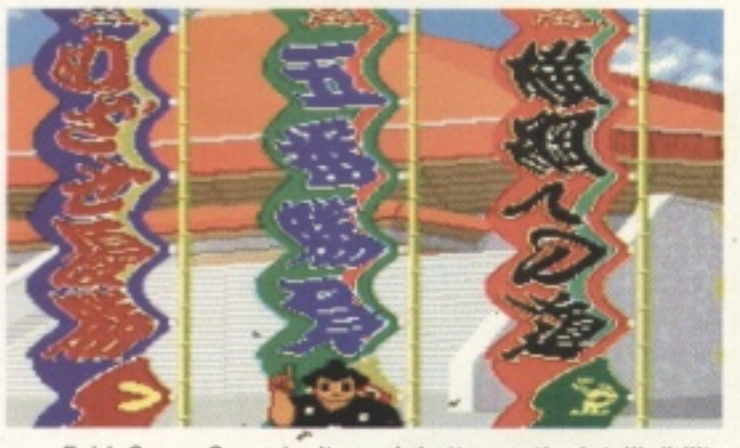
(Don't be naughty.) Yup, there's plenty of proper sumo push 'n' shove, and even the traditional salt-tossing ceremony is included.

The graphics are cute (look at the audience's eyes), but, despite lots of Japanese text, it doesn't feel all that much like sumo wrestling. It's too slapstick.

ROUND 2: Coherence

The trouble with sumo, of course, is that despite the best efforts of Channel 4, it hasn't got much of an audience outside of Japan. Both sumo games are knee-deep in Japanese text, and the manuals are a complete no-go zone. We found *Super Sumo* ever so slightly easier to unravel, although both games are perfectly playable with a little persistence.

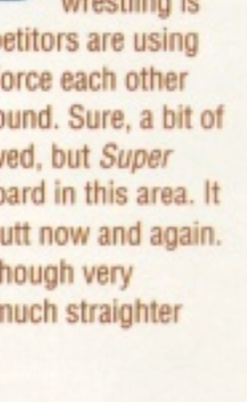
Erm... cripes. In fact, it's so authentic that it's tricky to work out what's going on. Here we're setting up our team.

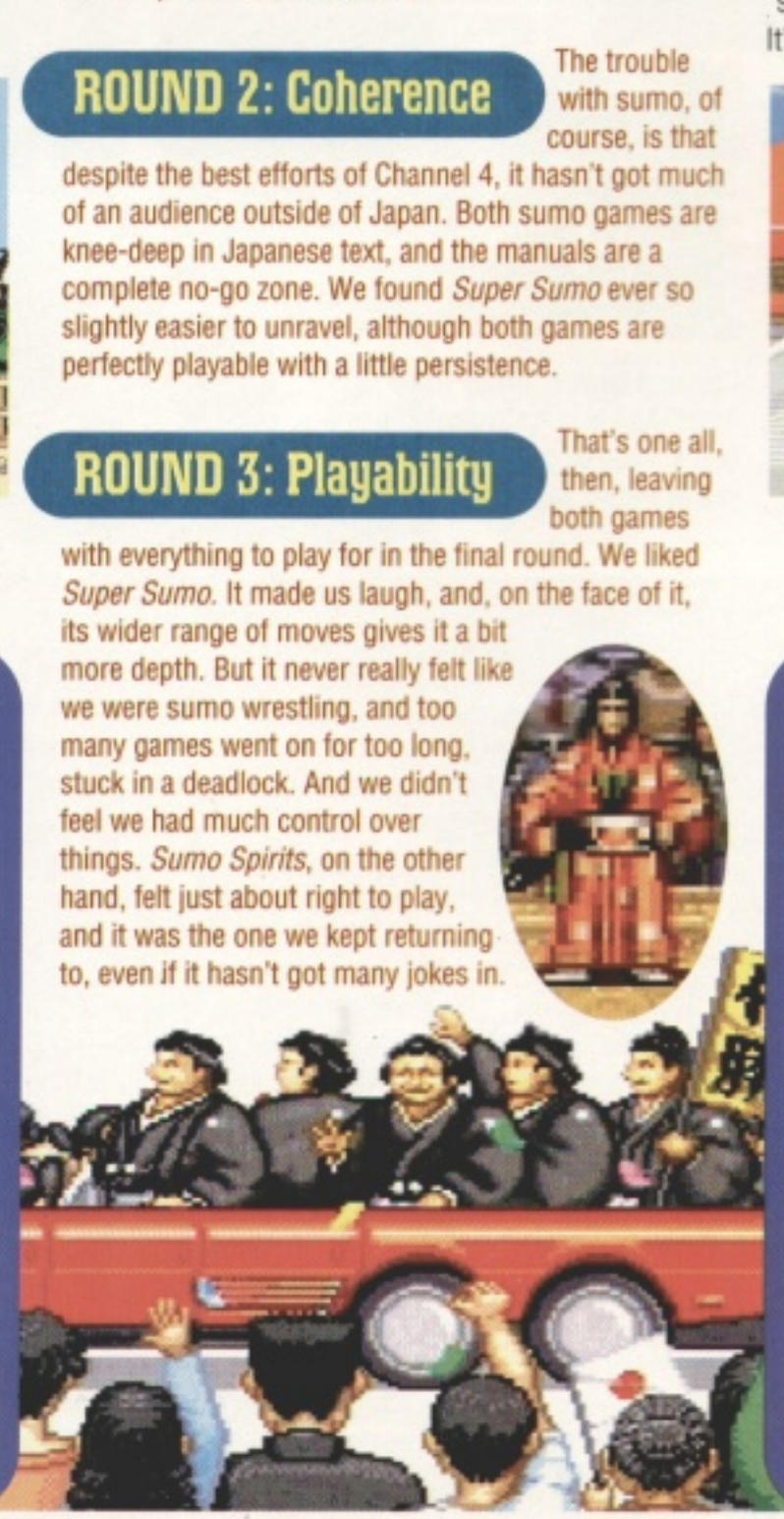


Eek! *Super Sumo* isn't much better on the intelligibility front, but there's less to it, so that makes it simpler.

ROUND 3: Playability

That's one all, then, leaving both games with everything to play for in the final round. We liked *Super Sumo*. It made us laugh, and, on the face of it, its wider range of moves gives it a bit more depth. But it never really felt like we were sumo wrestling, and too many games went on for too long, stuck in a deadlock. And we didn't feel we had much control over things. *Sumo Spirits*, on the other hand, felt just about right to play, and it was the one we kept returning to, even if it hasn't got many jokes in.





GOOD, BAD OR UGLY?

Believe it or not, sumo wrestling does actually work quite well on the SNES – sort of – and *Sumo Spirits* is the best version we've seen yet. We're not suggesting you rush out and buy it, though – it's nicely done, and does actually mirror the sport quite closely, but it's a very limited game that anyone but a true fan will quickly get bored of.

GRAPHICS	SOUND	GAMEPLAY
64%	55%	66%
GAMELIFE 42%	OVERALL SCORE:	47%

GOOD, BAD OR UGLY?

Super Sumo is very nearly as good as *Sumo Spirits*. In fact, in quite a few ways it's better: it's slightly easier to work out what's going on, and the graphics are cute and amusingly animated. But it's just not as playable, somehow. No, if (for some ineffable reason) it's a sumo game you're after, then go for *Sumo Spirits*.

GRAPHICS	SOUND	GAMEPLAY
70%	67%	54%
GAMELIFE 39%	OVERALL SCORE:	44%

US Release

Game: Super Conflict
Publisher: Vic Tokai
Developer: In-house
Price: £50-£60
Release: Out now
Players: 1 or 2
Cart ROM: 8 Mbit

SUPER CONFLICT

Here's a sight we thought we'd never see in *Super Play*: hexes, little flashing squares, armour points...

In a wargame (in case you've never played one before, which seems likely) you've got lots of little tank units, plane units, commando units etc, and so's the enemy. Battles involve you and the enemy taking it in turns to move your units around the hexagons that make up the battlefield, attacking any other units that fall within reach. Doesn't sound very exciting? Well, the thrill theoretically lies in the strategies you've got to come up with in order to win.

A page from Sue's ever-growing stamp album? No, a view of the whole playing area. (You can zoom in and out of it in Mode 7.)

Above: A page of handy troop data. Right: And here's a typical in-game scene – you've got less cover in the yellow desert areas than elsewhere.

If you move to a square adjacent to an enemy unit, you can then attack that unit, whereupon you get this (actually quite good) animated view of the battle. Needless to say, big tanks tend to clobber smaller tanks, and SAM sites do the same to aeroplanes, and infantry units don't stand a chance against anything. Unless they're hiding behind some trees, that is.

Supplies are worth thinking about, too. If you've got any factories under your control, they can be instructed to produce new units. Better units take a bit longer to produce, though.

The pretty pink intro sequence features a neat F-15 flypast affair.

GOOD, BAD OR UGLY?

You wouldn't believe how close I came to not having to review this. There we were, a quarter of an hour from our end-of-issue deadline, and Sue was still saying: 'No, no, this one's mine. I'll do it. I haven't done any reviews yet this month.' But then, six minutes before *Super Play* had to be sent off to the printers to be printed, Sue suddenly announced she'd got an urgent hair appointment and wouldn't be able to play any further part in issue 9. Like lightning, Matt embarked on one of his epic telephone conversations, and Jason turned up the ridiculous game music tape on his Walkman extra loud. That just left me.

Fortunately, however, this isn't the first time I've found myself in this situation. Years of experience as the unwilling reviewer of hundreds of diabolical Amiga wargames leaves me ideally placed to say whether wargaming *Super Conflict*-style is any better. And I'm sorry to say that it isn't.

The graphics are rubbish, sure, but that's not what wargames are all about. They're all about strategy, and there's where *Super Conflict* begins to fall down. If you've read the rest of this page properly you'll know that, to win a round, all you've got to do is destroy the computer's Flag Tank. And that's ridiculous, as, even if you're outnumbered 10 to 1, as long as you've got a couple of tanks to go in and sort out the computer's flag tank, you keep on winning. Everything else just falls by the wayside. If the computer used the same approach things might work out, sort of. But it just doesn't seem to realise what's going on.

And flaws in the strategy aside (and there are many, many more), the whole thing's just so primitive. All this 'my turn to move, your turn to move' business is old hat now, and leads to long, boring waits while the computer does its stuff. Modern Amiga wargames work in real-time. Some have nice 3D graphics. And some are actually quite good. However, *Super Conflict* is just dull.

● Jonathan Davies

GRAPHICS	SOUND	GAMEPLAY
47%	23%	55%
GAMELIFE	OVERALL SCORE:	49%
42%		

VERDICT: Not only is this about 10 years behind what's going on elsewhere in the wargaming world, but it doesn't even work properly.

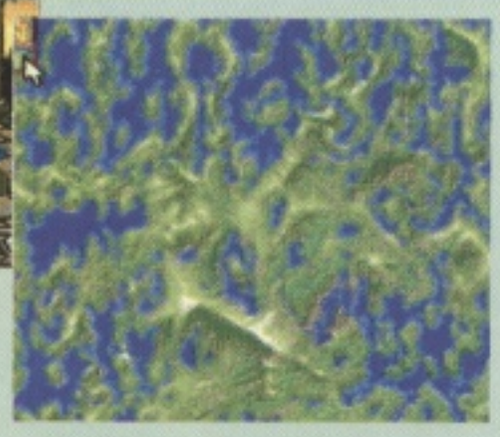
POWERMONGER

UK Release

Game: Powermonger
Publisher: Imagineer
Developer: Bullfrog
Price: £49.99
Release: Out now
Players: 1
Cart ROM: 8 Mbit

Armies? Food supplies? Maps? Alliances? Inventions? Sheep? (*Sheep?*) *Super Play* battened down the hatches and prepared for the worst.

Powermonger gives you a whole world inside your Super NES. With lots of people in it.



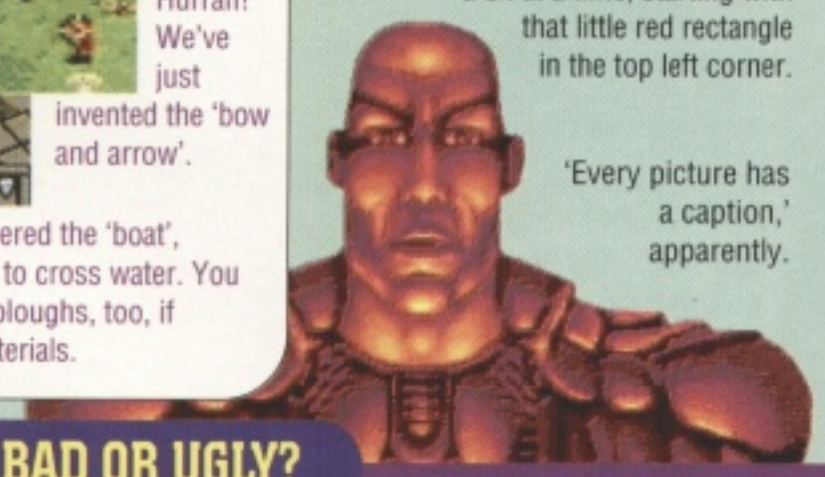
This is a map of the world. (No, really.) In fact, this is only about a third of it. You've got to conquer the whole thing, a bit at a time, starting with that little red rectangle in the top left corner.

ACTS OF CREATION

You can instruct towns to invent things like weapons, transport etc, or they can nick stuff off other people.

Hurrah! We've just invented the 'bow and arrow'.

And here we've discovered the 'boat', making it much easier to cross water. You can invent things like ploughs, too, if you've got the raw materials.



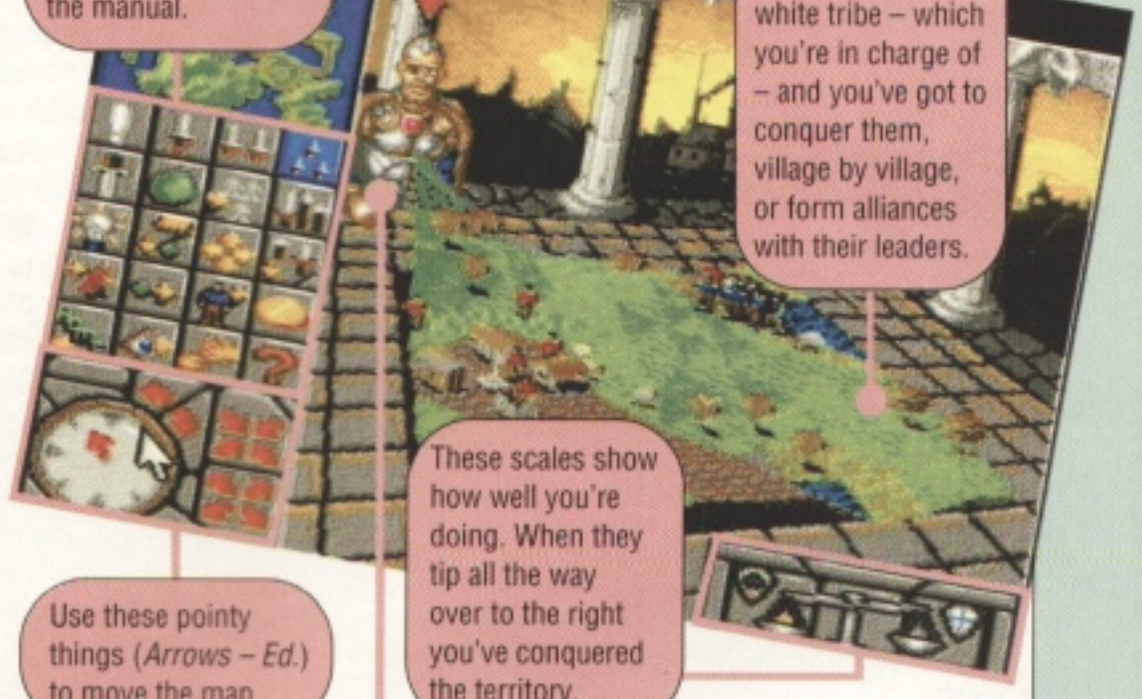
'Every picture has a caption,' apparently.

THAT COMPLEX SCREEN LAYOUT IN FULL

Here are the icons you'll be using to give orders to your captain (who we'll talk about in a minute). It's not exactly obvious what they all are, and you'll probably have to keep checking things in the manual.

This box shows a close up of the area you're immediately working with. Move around by clicking on this map – choose between displays of terrain, people, buildings etc.

Here's where all the action takes place. Those little coloured blobs are people, some from the red tribe and some from the blue tribe. They're all enemies of the white tribe – which you're in charge of – and you've got to conquer them, village by village, or form alliances with their leaders.



These scales show how well you're doing. When they tip all the way over to the right you've conquered the territory.

Use these pointy things (*Arrows – Ed.*) to move the map.

Captains (you've only got one at the moment, but you can recruit more along the way) are the people you give orders to, and they'll in turn tell everyone what to do. Typical orders are 'Attack' (which is obvious), 'Recruit' (you build up an army by recruiting some or all of the population from each village you conquer), 'Supply Food' (you get food from your army by growing it or eating the sheep) (*No, you can't! – Lisa*) or 'Transfer Men' (from one captain to another).

GOOD, BAD OR UGLY?

Although, for some reason, *Powermonger* often finds itself compared to the *Populous* games, it's not really fair to draw comparisons between them. The only similarity is that they've both been developed by Bullfrog, and are both conversions of old Amiga games. And that they both use the same sort of isometric graphics. Er, and that they've both got lots of little people running around. And that you 'play god' in both of them. And the screens are laid out in the same way, I suppose, with a close-up of the map in the middle and lots of little icons ranged around the edges.

It would be fairer if I explained the differences between the games – whether *Powermonger* is more or less fun to play than *Populous I* or *II*. So that's what I'll do.

And the first difference is that it's advisable to spend at least two months reading *Powermonger*'s manual before you even start. With *Populous II* you can just experiment with it, picking it up as you go along. But try that with *Powermonger* and it just stares back at you witheringly, and you've no choice but to retreat to the manual.

Once you've done that, though, and assuming you've got the giant brain required to cope with its complexities, it proves to be a deep and addictive game. The attention to detail is amazing – you'll see how neat the graphics look, but you won't be able to hear the baa-ing sheep, or flocks of startled birds, that indicate that an enemy might be near. The controls are easy to use, too, and although the game is mouse-compatible you don't really need one. The only problem is a sluggish screen update and jerky animation.

Well, that and the fact that this really *is* a complicated game. It's great if you've got the patience to unravel it, but if you're after something a little easier to get to grips with, you'd be better off with, well, *Populous II*.

● Jonathan Davies

GRAPHICS	SOUND	GAMEPLAY
84%	80%	74%
GAMELIFE	OVERALL SCORE:	
82%		77%

VERDICT: A great strategy game, but it's very complicated and takes ages to get into, and lots of people will consequently find it really boring.

SD GREAT BATTLE III

Banpresto's latest contains Super Deformed (ie shrunk) Japanese robots, plonked down (rather arbitrarily) in medieval Europe! The game style's familiar, though – it's a beat-'em-up...

The graphics are certainly pretty in *Great Battle III*, you can't deny that. Here, Battle Knight Gundam and Earth Fighter Roah approach the waterfall. See that shop in the background? That's where you get your magic items from. To see inside look across the page...

There are lots of Super Deformed games for the Super Famicom, but, unsurprisingly, none of them have been translated into English for a release in the States or Europe. This one follows on from the earlier *SD Great Battle* (a poor multi-directional scrolling shoot-'em-up) and *Last Fighter Twin* (a cute, but dull, scrolling beat-'em-up). Unfortunately, *SD Great Battle III* doesn't really improve on the character's last outing, keeping the same side-on two-player beat-'em-up formula of *Last Fighter Twin*.

CHARACTER ANALYSIS

Ultraman The Great
Complete with a mace and earth magic, Ultry isn't quite as hard as his name suggests. Still, he looks great.

Radar RX – 'The Masked Rider'
This strange '60s-style beetle-head character has a spear, but also kicks out at his opponents. Water magic is his thing, as you can see above.

Battle Knight Gundam F-91
The all round favourite, and strongest character, has a whacking great sword and some (it must be said) useless fire magic.

Earth Fighter Roah
One of the weaker characters is this little chap. Sporting a bow and arrows and wind magic, Earth Fighter Roah looks smart but can't, erm, kick bottom.

Japanese Release

Game: SD Great Battle III
Publisher: Banpresto
Developer: In-house
Price: Approx. £50
Release: Out now
Players: 1 or 2 simultaneously
Cart ROM: 8 Mbit

When baddies are taken out, coins get left behind – and yes, you can use them in a shop selling all kinds of useful magic items (including spell books and potions) that relate to each character's individual magic.

This is the map of medieval Europe on which progress is marked. Passwords are given after each stage.

Above: Radar RX unleashes some water magic.
Below: Battle Knight Gundam hacking as he rafts along.

It's... the scroll-along-the-river bit. But what's this? A flying galleon zooms in to attack poor old Battle Knight Gundam F91! Eek! A cannonball!

In a later section, the boys travel along a railroad, jumping between the cars. Problems arise when...

...they run out of track! Don't worry about falling off here – it's one of those moments where the computer takes control before plonking you back on track.

Radar RX takes out a couple of green chameleon-type foes with a quick jab of his spear.

GOOD, BAD OR UGLY?

Unfortunately most new beat-'em-ups are viewed with more than a touch of cynicism here at *Super Play* – and with good reason. The majority are simply hopeless, unimaginative clones of stuff that's gone before, and thus end up, quite deservedly, in a big pile at the bottom of our software cupboard, rarely to be disturbed again. It'll hardly come as any surprise, then, that *SD Great Battle III*'s shortly off to join them – to be blunt, it simply isn't very good.

The funny thing, though, is that I didn't hate this one at all at first. I quite liked it, in fact – in the same way I (sort of) liked its prequel, *Last Fighter Twin*. For a start, the graphics are attractive – these kind of characters could only ever be Japanese, and the graphics and sound are fairly jolly and engagingly cute throughout. No, it's with the *beating-up* part of the game that things fall down, failing desperately to work as a sort of a cute version of *Golden Axe*, which is what it seems to be trying for. The main reason is that it doesn't offer the kind of variety that made that old classic such good fun.

Problem number one is that there aren't any moves to talk about – it's just another of those press-the-button-as-fast-as-you-can jobs. Then there's the generally useless nature of the shops, which only really let you buy special weapons – and ones that don't do much either (apart from being quite pretty to watch, of course). And another major problem is the number of passwords, which are given after every stage – they make the whole thing very easy indeed.

For two players this is still quite good fun (in a nob kind of way), but obviously it can't really be recommended at this sort of price. If you're really desperate for a scrolling beat-'em-up, I'd suggest that you wait for either *Battletoads* or *Final Fight II* (reviewed next month with a bit of luck). This one's just a bit naff, I'm afraid – though undeniably pleasant to look at.

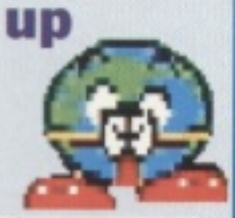
● Jason Brookes

GRAPHICS	SOUND	GAMEPLAY
75%	72%	65%
GAMELIFE	OVERALL SCORE:	
55%		63%

VERDICT: Some great graphics and characters, but no-one will be impressed with the stale and unchallenging action. Cute though, and anime fans will appreciate it.

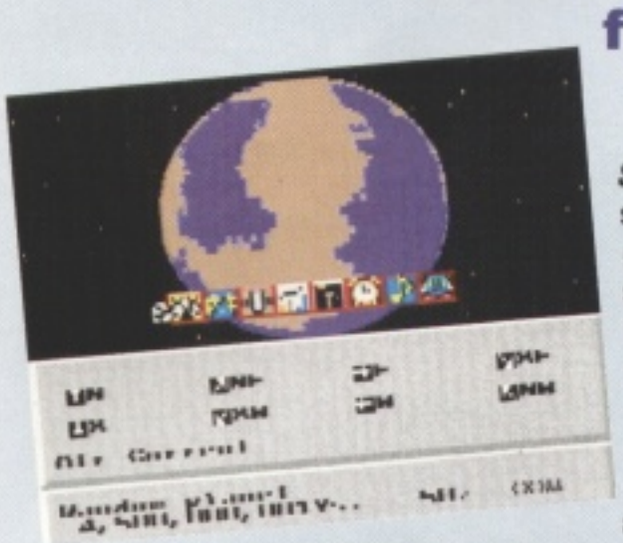
SIM EARTH

Whatever happened to Maxis? They started out so well with the great *Sim City*, but now seem determined to disappear further and further up their own – ah, 'Gaia Hypothesis.' Witness, for example, *Sim Earth*.

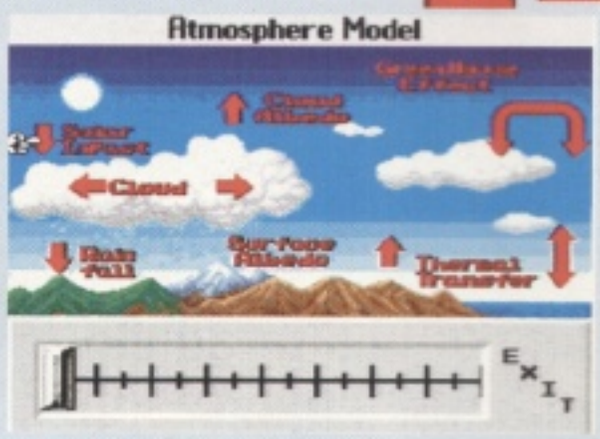


US/Japanese Release

Game: Sim Earth: The Living Planet
Publisher: Imagineer
Developer: Maxis/FCI Inc
Price: Approx. £50-£60
Release: Out now
Players: 1
Cart ROM: 8 Mbit



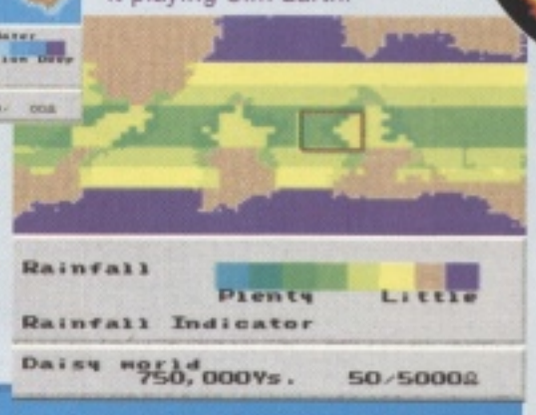
Sim City **simulated the growth of a single town. *Sim Earth*, which is, of course, a kind of sequel, goes a million times bigger, and attempts to do the same thing for the whole planet. It sounds a bit of a scary prospect, doesn't it, running an entire eco-system? And indeed it is. As far as these sorts of games are concerned, less is most definitely more, and in practice *Sim Earth* is – read my lips – No Fun At All.**



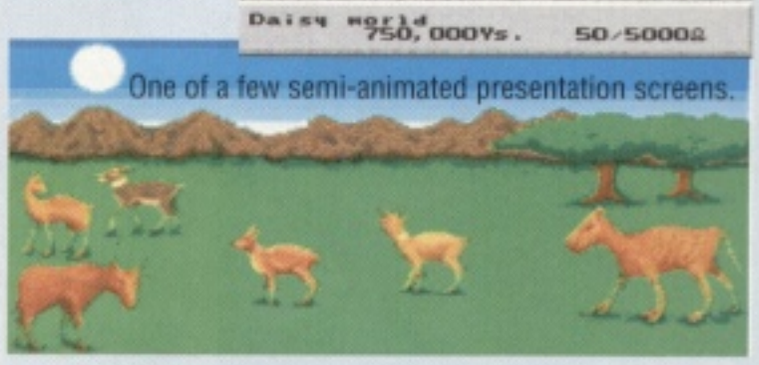
Lots of the game looks like this – 'pretty' models of different aspects of the environment.

Perhaps the most exciting bit of the game is this *Star Trek: The Next Generation*-style intro. It's certainly the only section with anything approaching acceptable graphics in it.

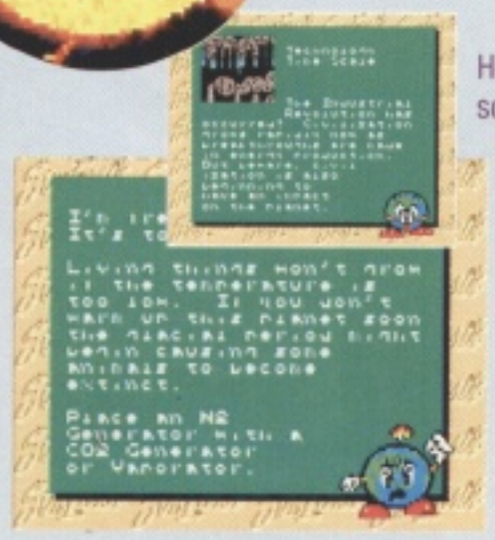
Like this map? Good, 'cos you'll get to see *loads* like it playing *Sim Earth*.



See, here's another one. It's hardly a graphically fabulous game.

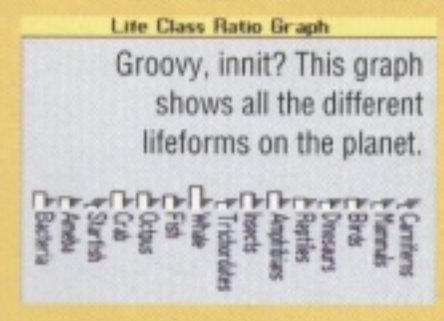


One of a few semi-animated presentation screens.



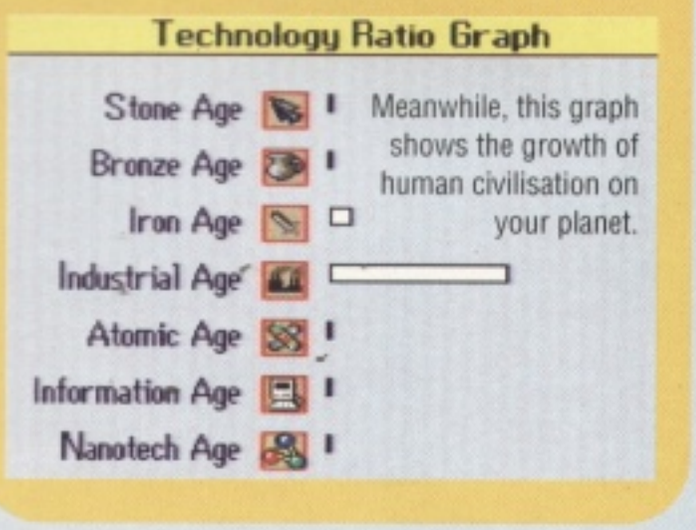
Here are a few screens starring Gaia – a cute little world thing who's supposed to coach you through the game, much in the style of the professor in *Sim City*. Gaia is the personification of the theory that the entire earth behaves in the same way as a single organism – the basic philosophy behind the game.

WHY IT LOOKS SO BAD...



Groovy, innit? This graph shows all the different lifeforms on the planet.

Yes, *Sim Earth does* have an intrinsic problem – if you're going to do a serious game of this type, you're going to be lumbered with loads of graphs and so on to cope with – but there's still no excuse for it looking quite this bad. It may be (a bit) more friendly-looking than the PC and Amiga versions, but you're still faced with a bewildering array of dull graphs, rubbishy-looking diagrams and scrappy icons. Things like the scrolling (never very complicated, or exciting looking, anyway) judder away horribly, while the text bits explaining what's going on are never well written or comprehensive enough to convince. In a word, yuck.



Meanwhile, this graph shows the growth of human civilisation on your planet.

GOOD, BAD OR UGLY?

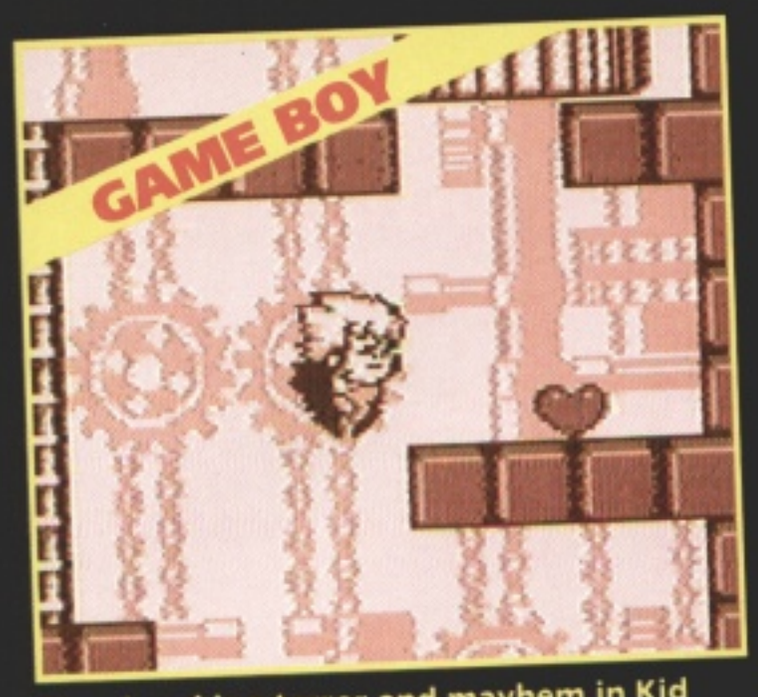
The thing you've got to understand about *Sim Earth: The Living Planet* is that – no matter how ambitious, original or worthy the game may be – it simply isn't any fun at all to play. It's clunky, it's slow, it looks rubbish, it fails to explain itself properly in use (you need to plough through the manual to have any idea of what's really going on), but – most of all – it fails to properly give you anything to do. All the game boils down to, in the end, is a case of setting up your planet, tweaking a few variables, flicking through all the screens available, experimenting with a natural disaster or two, dotting a few species about, and then sitting back and watching what happens. And then watching some more (occasionally re-adjusting a variable or two for maximum effect). And that's it. Boring, boring, boring.

It's really fairly difficult to know what else I can say. Yes, a lot of work has gone into this, and yes, possibly it has some sort of mileage as an educational tool of some sort (though, to be honest, I'd have to be more convinced than I am that it really knows what it's talking about, before I could recommend it for this purpose). However, the fact remains that only the most bored or boring of people will ever be able to stick with this for more than about 40 minutes, without getting terminally, hopelessly sick of the whole idea. Perhaps Bullfrog, or some other company that knows how to turn quite involved strategic concepts into playable games, could have done something with the concept, but poor, out-of-touch Maxis obviously can't. As it stands, I hate the game with a vengeance, and would advise anyone to steer well clear.

● Matt Bielby

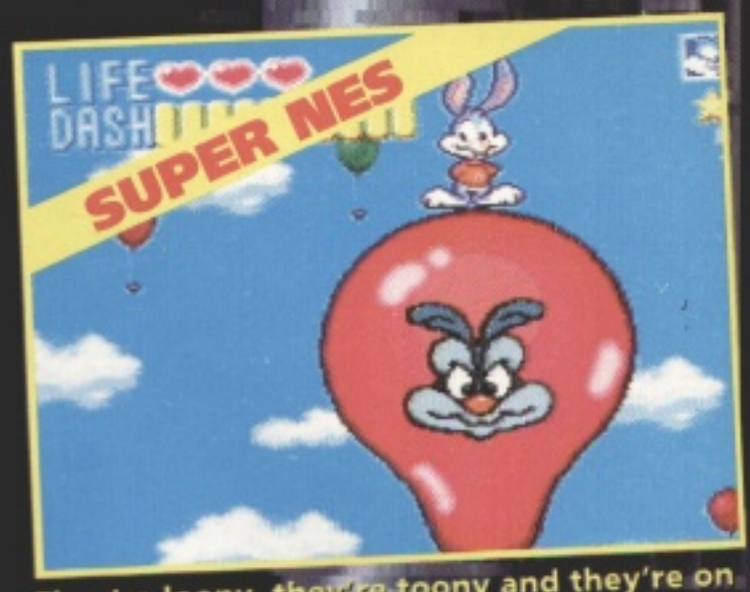
GRAPHICS	SOUND	GAMEPLAY
33%	25%	30%
GAMELIFE	OVERALL SCORE:	34%
45%		

VERDICT: Poor presentation is the least of the sins of this over-ambitious and fatally flawed eco-sim. It's simply tedious in the extreme to play, and should be avoided at all costs.



Blood-sucking terror and mayhem in Kid Dracula, Konami's latest hand-held horror!

Whoop! Whoop! and various other submarine style noises in Silent Service, the most accurate and playable submarine simulator available for the NES.



They're loony, they're toony and they're on your Super NES. Konami go to town on this fast action platform feast. Can it possibly be as good as they say?

Teenage vampires, crazy rabbits, twisted alien space freaks...

...and those are just the readers!

In this month's issue, we lift the lid on one of the hottest licences of all time, Alien³. Can it possibly be as good as it looks? Plus! You could be the jammy winner of a fab Sanyo camcorder in our hot movie compo. All this and loads more, but only in TOTAL!

This month's TOTAL! is a face-huggingly good read, so (ahem) pop out and buy it right now!

RANMA 1/2 PART TWO

SUPER PLAYER'S GUIDE

NCS Masiya (JAP)

By Matthew Allan

Watch out for Genma the Panda, attacking with his sign board(!)

The second of the popular *Ranma 1/2* beat-'em-ups, recently available on grey import from Japan, can be a real challenge (especially for those unfamiliar with the first one) – the moves are tricky to access at the best of times, but when everything's in Japanese too, it gets to be a real nightmare! Luckily Matthew Allan, a fan of both games, has done most of the work for you. Here, then is *Ranma 1/2 Part Two* explained in full...

STUFF TO BEAR IN MIND THROUGHOUT THE GAME...

Options

For most of us, reading the Japanese to understand fully what the button options do down at the bottom is fairly difficult. Here's what the text means. (By the way, the symbol below the six buttons simply refers you to using the joypad):

Nothing
Punch
Kick
Jump
Block

One-Player Mode

Unless you have already completed the game, you can't choose Capeman or Minotaur to play. However, you can choose the rest of the characters, with the one you pick determining how the championship progresses.

For instance, if you choose to play one of the Ranmas, you face everyone except your alter ego, ending with the guardians – Capeman and Minotaur. If you pick anyone else (not counting the guardians), you face everyone, but only one Ranma, ending with the two guardians. However, if you choose one of the guardians, you fight everyone, but only one Ranma. At the end of this, though, you don't fight the other Guardian, but square up to Happosai instead. Got that?

Endings

These depend on what difficulty level you've chosen. On 'Easy' level you just get the ending for the character. On 'Normal' setting you also get credits for the game. On 'Hard' you'll see several Ranma characters running around on the credits screen. On 'Red' (whatever that is!) you'll find there's a cartoon picture of the Ranma characters after the credits.

1-Off Battle Tip

If you just want to fight one opponent, and not go through the championship sequence, then do the following: Go to the two-player mode, and move the second player icon to the character you wish to fight. Press and hold L and R on your controller, then press START also on your controller. This puts the other player under computer control. Then choose your own character, and away you go!

Secret Screen

On player vs player, select your characters, then when you get to the configuration screen choose the fighting area, press and hold R, X and A. Then another screen will appear where you can alter the game *and* choose Happosai.

MOVES AND ATTACK

The Actual Moves

These are listed on the chart opposite, along with details of every move I've discovered so far.

Double Jump

The Ranmas and Shampoo can double-jump, or jump again once they have taken off from the ground. Activate jump once in the air to get higher up. Shampoo can guide her second jump across the screen for confusing and difficult-to-defend air attacks.

B-Button Trick

You don't have to wait while holding down the B button for magic attacks. Hold the button and still move around, using the Y button to fight with. When the time is right, activate the B manoeuvre.

RANMA 1/2: THOSE CONTENDERS IN FULL

Each of the Ranma characters has certain strengths and weaknesses, which you can either use for your own benefit (when playing them), or take advantage of (when playing against them). Here's a complete run-down.

The Two Ranmas

These are probably the best all-round characters to play with. Both their B-button attacks are fast, and their Lightning Fields can catch almost anything in the air. A good attack to perform with them is to utilise a quick manoeuvre (especially the double jump, as the second jump moves fast), then multiple attack with the fast fists. Get in near to the enemy for a throw or a close attack.

Playing against the Ranmas is a different matter. Use flying attacks with caution (reason detailed above), and watch for their fast low attacks. Utilise range moves if possible, and try to keep your distance with in-out attacks.

The Ranma's stunning (literally) Lightning Field.

Use the Roll Kick to fly through the air and knock out your opponent.

Keep your finger on the button for a huge fireball.

Ryohga

Ranma's main enemy is slow, but pretty powerful. His crouch kick has a long reach, so utilise it. His close-in head-butt is useful, too, and can also deflect many air attacks. He has a longish reach if you use the umbrella to attack with. Ryohga's Shuriken are great range weapons, and his fireball is instant (unlike either Ranma's).

Shampoo

She's stopped using her fists (she used them in the first game), so now kicks are her thing. Get in close to attack with her ball weapons, or use the double jump for confusing attacks, then apply the heel press. Her charge can catch anyone out, and the Dragon Kick can defeat almost anything, even on the ground!

Shampoo is a tricky opponent, so block and take advantage of any breaks you get. Go for a throw after she lands from a jump, but beware of the Dragon Kick! Use flying attacks with caution, and stick to attacking low if possible.

Akane

Difficult to play with at first, but deadly once mastered. Uses kicks normally, but in close combat also uses fists. The double kick can catch opponents out, or cause them to put their block up. It is possible to flying attack an opponent with the knee, then throw them when you land. The Rushing Punch is fast when charged up, so use it as an attack after an air attack.

Akane's rather easy to defeat when the computer is playing her though. Like Shampoo, block and take your chances. If you block her rushing punch, it is quite possible to throw her. Avoid flying attacks like the plague because of the Dragon Punch. Keep your distance.

Genma

Genma appears in his panda form for this game. His Panda Splash, although only usable close up, is the most powerful attack in the game. Get in close with a charge or a flying kick, then use it. The charge is also good in that you aren't left vulnerable after you've used it.

The fat guy just cannot stand flying kicks: indeed, so much so that's all you have to use to defeat him!

Candleman

A weird character to play. His big hammer is annoying to opponents trying to get in close, while his back kick when jumping back can be surprising. So can his fast Doll Throw – use them both if possible.

Candleman is also susceptible to flying attacks and throws. Just lay into him and he'll fall easily. But watch he doesn't throw you back!

Pizzawoman

Use her weapon to attack at range, as her slow speed is a disadvantage when engaged in close combat. Luckily, she has two range magic moves, which should catch most standing opponents unawares.

Pizzawoman is another easy opponent to beat, in the main. Flying attacks are a good tactic, as she can defend fast low attacks easily. Not a major problem to beat, really.

Doctor Tofu

A very weird character. Her slow speed can be compensated for by using high fling attacks with the feet, sword and claw – all are powerful. If you have to stay on the ground, use the range Cat Attack, or the Chicken's Eggs, for maximum effect. Her Spiked Ball Attack, although it can leave you vulnerable after, is capable of hitting up to five times, so use it occasionally when opponents are too close to see.

When fighting her, fast characters are best – they can have a field day, due to her speed. However, you should remember to watch out for her Cat and Eggs attacks. She also has a nasty tendency to throw you. Despite that, close in attacks can be very successful.

Casino King

The weirdest! When controlling him use the Crouching Die Attack, or the Deer In The Hat. (These make sense if you've played the game – honest!) He also has great flying attacks; the Spinning Card can hit multiple times on a ground opponent, and the thrown cards will hit close enemies. If all fails, use the bow!

When attacking the Casino King, just lay into him (as with Candleman) – air attacks do the most damage (as the computer decides to keep him mainly on the ground). Vary your attacks and you'll soon knock him over.

Capeman

Capeman is the first guardian, and he's tough. Like Ryohga, he has a long reach crouching kick that'll knock most people off their feet. Attack for longer reach with the belt. Punish any mistakes, or bad air attacks, with his Flame Foot or air attacks.

On the other hand, Capeman can be incredibly difficult to beat at the higher levels, despite only having a few moves. Attack him low but avoid air attacks, as he'll catch you when you land. Throwing is an emergency option, since he's likely to chuck you back if you attempt it.

Minotaur

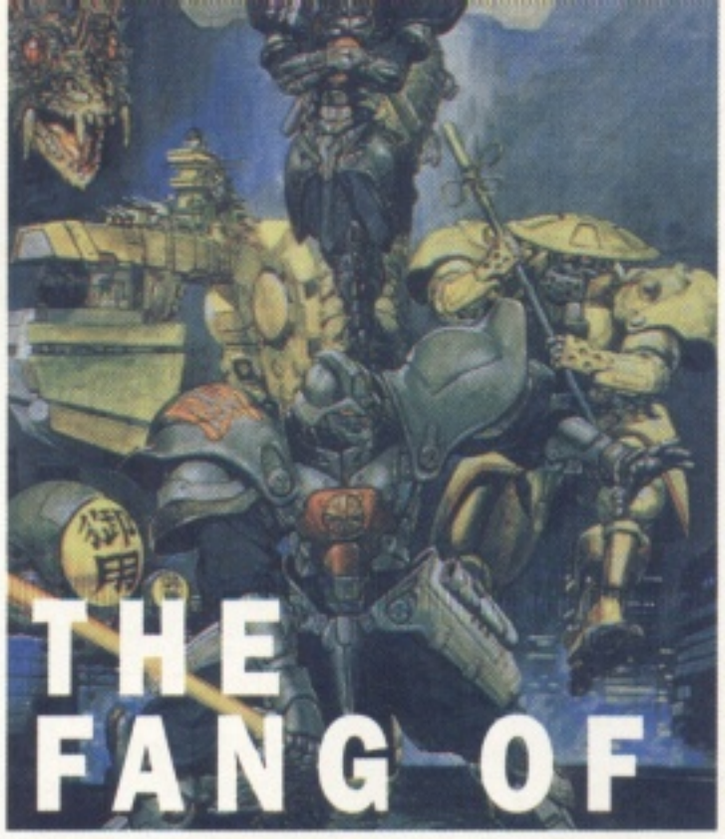
The other guardian has fewer moves than the others. He has tremendous reach with his arms, though, and his close attacks are unsurpassed, but he's a bit slow – a good way to get in there is with a flying dive. Charging is also good for getting close to opponents, though it can be countered with a flying kick.

Despite being the last 'normal' character, Minotaur is easy to beat. He doesn't like flying attacks, and seems even more susceptible to certain magic moves, especially Shampoo's Dragon Kick. Attack, then draw back, and you should have no problem beating him.

Happosai

Happosai isn't one of the normal characters – he crops up as the last opponent for Capeman or Minotaur. So far I haven't found a way to control him, so these tips are for beating him. The first rule is: Don't go to throw him if you can help it, as it's very likely that he'll throw you instead! Watch out for his magic size increase, and his exploding bombs. Flying attacks followed by sweeps are a good policy. Range attacks are good to use against him too, if possible, but (due to his small size) some fly over his head! And that's that!

TYPE	PAD/ BUTTONS	RANMA MALE	RANMA FEMALE	RYOHGA	SHAMPOO	AKANE	GENMA	CANDLE MAN	PIZZA WOMAN	DOCTOR TOFU	CASINO KING	CAPE MAN	MINOTAUR
STAND	Y	PALM	LUNGE	JAB	JAB KICK	KICK	JAB	HAMMER & STAKE	SCOOP	YOYO	CARDS	PUNCH	JAB
	B	KICK	KICK	SPIN KICK	BALLS	ROUND HOUSE	SIGN BOARD	HARDER H&S	PALETTE	SPIKE BALL	BIG CARD	KICK	PUNCH
CROUCH	Y	PUNCH	PUNCH	JAB KICK	JAB KICK	PUNCH	JAB	HAMMER	SCOOP	YOYO	CARDS	PUNCH	BUTT
	B	SHINKICK	SHINKICK	CROUCH SPIN KICK	STRONG KICK	SWEEP	SWEEP	BIG HAMMER	PALETTE SLICE	CAT	POPPING DIE	CROUCH SPIN KICK	STRONG BUTT
CLOSE	Y	PUNCH	PUNCH	ELBOW	KNEE	STOMACH PUNCH	PUNCH	HAMMER	SCOOP	DUCK	DIE PUNCH	KNEE	HEADBUTT
	B	UPPERCUT KICK	AXE KICK	HEADBUTT	PUNCH BALLS	CHOP	BOARD SWEEP	BIG HAMMER	PALETTE UP	DOUBLE BALL	DEAR DEER!	UPPERCUT	DOUBLE DOWNCUT
JUMP	FORWARD +Y	KNEE	BUM	HEEL	KNEE	KNEE	TOE POKE	SMALL HAMMER	DOUBLE SCOOP	KICK	SPIN CARD	KNEE	JAB
	UPWARD +Y	KNEE	KICK	HEEL	KICK	KNEE	TOE POKE	SMALL HAMMER	SINGLE SCOOP	SAI	SPIN CARD	KNEE	JAB
	BACKWARD +Y	KNEE	BUM	HEEL	KNEE	KNEE	TOE POKE	BACK KICK	DOUBLE SCOOP	KICK	SPIN CARD	KNEE	JAB
	FORWARD +B	JAB KICK	JAB KICK	KICK	DOUBLE BALL	KICK	KICK	BIG HAMMER	SLICE	SWORD SWEEP	SHANGHAI TILE	KICK	PUNCH
	UPWARD +B	JAB KICK	JAB KICK	KICK	ROLL KICK	KICK	KICK	BIG HAMMER	SLICE	SWORD SWEEP	SHANGHAI TILE	KICK	PUNCH
	BACKWARD +B	JAB KICK	JAB KICK	KICK	DOUBLE BALL	KICK	KICK	BACK KICK	SLICE	SWORD SWEEP	THROW CARDS	KICK	PUNCH
SPECIAL	JUMP, THEN DOWN +B	HEEL PRESS	HEEL PRESS	UMBRELLA PRESS	HEEL PRESS	*	*	*	*	CLAW LEAP	*	HEEL PRESS	DIVE
	RIGHT +B	*	*	UMBRELLA POKE	*	DOUBLE KICK	*	*	STRONG PALETTE	SWORDS	*	BELTS	*
MAGIC	HOLD B (#) THEN DOWN	ROLL KICK	ROLLING ELBOW	EARTH QUAKE	*	*	*	*	BOOM PORK!	*	*	*	*
	HOLD B (##) THEN RIGHT	FIREBALL	FIREBALL	ENERGY SHURIKEN	CHARGE	RUSHING PUNCH	CHARGE	FLYING DOLL	FLYING SCOOPS	FLYING EGGS	BOW	*	CHARGE
	Y&B TOGETHER	LIGHTNING FIELD	LIGHTNING FIELD	FIREBALL	DRAGON KICK	DRAGON PUNCH	PANDA SPLASH	SPINNING DOLL	*	*	*	FLAME FOOT	*
	RAPID Y OR B	FAST FISTS	FAST FISTS	*	*	*	FAST PAW	*	*	MULTI ATTACK	*	*	*



EDO

Though this isn't (as far as we know) based on an anime TV series, *The Fang Of Edo* shares the same basic plot as many of them – hostile robots are threatening much of downtown Tokyo, and our armour-suited hero has to stop them.

Japanese Release

Game: The Fang Of Edo
Publisher: Micro World
Developer: Telenet Japan
Price: Approx. £50-£60
Release: Out now
Players: 1
Cart ROM: 8 Mbit

GOOD, BAD OR UGLY?

For those who are interested, Edo No Kiba (which is what a phonetic translation of this game's name works out as) means *The Fang Of Edo* – presumably a reference to our hero's light sabre-like weapon, though it could equally be something to do with the threatening nature of the thing's main baddy. (We don't know – it's all in Japanese, and nobody here likes the game enough to get it translated.)

This is one of those games that is only going to be imported into the UK in small numbers, and the reason why is clear – despite some (often very) pretty graphics, it simply doesn't give you enough to do. Now this is a problem with most scrolling slash-'em-ups (which is what this effectively is), but it's made worse by *The Fang Of Edo*'s lack of a two-player mode, collectable weapons or interesting fighting moves.

What it does have in its favour, however, are some reasonably impressive (and sometimes hard to beat) end-of-level bosses, some lovely backdrops, and a couple of odd gameplay features. Take the first level, for instance – instead of a walking-along fighting thing, everybody's running, with the world behind flashing by at great speed. Or level three's flying platform section (which plays more like a shoot-'em-up than anything else). Or, most unusual of all, the standing-on-a-giant-rocket bit from the end of the game. Sadly, however, these don't come to much. Slow-down plagues many of the best bits, while other sections (level four, say) just aren't any fun to play at all, being tedious and repetitive in the extreme.

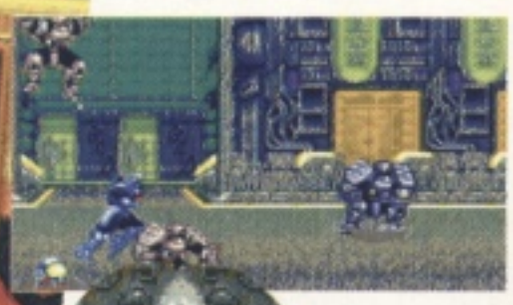
The Fang Of Edo can't really be recommended, then – not by a long shot. It just doesn't contain enough interesting bits to keep the interest up for long. Perhaps its just as well, then, that we only expect it to be imported into this country in the tiniest of numbers.

● Matt Bielby

GRAPHICS	SOUND	GAMEPLAY
66%	62%	50%
GAMELIFE	OVERALL SCORE:	
42%		49%

VERDICT: Decent music (in parts), and a smattering of quite nice bits (though nothing ever really reaches the dizzy heights of 'good'), can't save this one from the dumper.

The end-of-stage bosses come up on separate little levels, and are one of the most important bits of the game. This is the guy from the first one – a sort of giant, gun-equipped truck, armed with a big laser cannon hidden under a metal panel on its roof. A deadly robot follows it, but doesn't hang around for long.



This is the boss from level two – a sort of giant robot-suit affair, armed with a massive, deadly flame-thrower. Getting past him ain't easy.

Level two – the intriguingly-named 'Fright Elevator' – features a neat sort of night-light effect that surrounds our boy as he walks along (more slowly than on the hyperactive first level) and fights baddies. Note his small droid pal – he holds the smart bombs, as well as this handy light.

Our hero flies in level three, on this handy surfboard thing. This is a mid-level boss.

The end of level three features this very odd (and *very* hard to beat) flying Buddha boss creature.

Morphing robots appear out of the floor on level four (a very tedious, repetitive section, to be honest).

While these are the bosses from the same level – a pair of giant running robots, armed with big sticks.

Recognise this guy? It's the boss from level two, decked out in a new paint job, who crops up on level five too.

Near the end now, and you've got to knock these flying ICBMs out of the sky. Now is this weird or what?

Thanks to Game Tech, (061) 831 7857, for the loan of this cart.

MECH WARRIOR

US Release

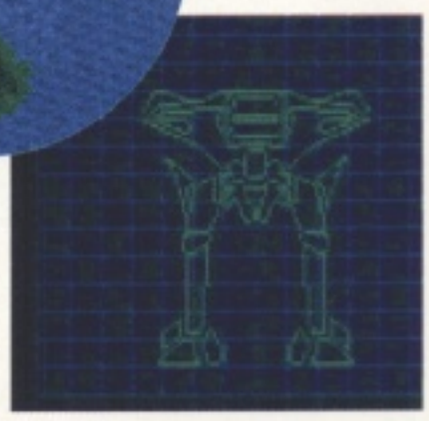
Game: Mech Warrior
Publisher: Activision
Developer: Beam Software
Price: Approx. £45
Release: Out now
Players: 1
Cart ROM: 8 Mbit

Interestingly, 'Mech' (with a slightly different spelling) is the French word for 'bloke'. So this game's name translates as 'Bloke Warrior'. Kind of.

Here's the view from your assault suit (or 'mech', as we're apparently meant to call it), which is what you'll spend most of the game sitting in. Roaming the landscape are lots of other mechs who're out for your blood. You'll find it's best to shoot them. If you don't they'll shoot you.

You can select this handy overhead view if the fancy takes you. It's a bit like a map, only more high-tech.

Different missions in *Mech Warrior* take place on different planets, each with their own terrain and weather conditions.



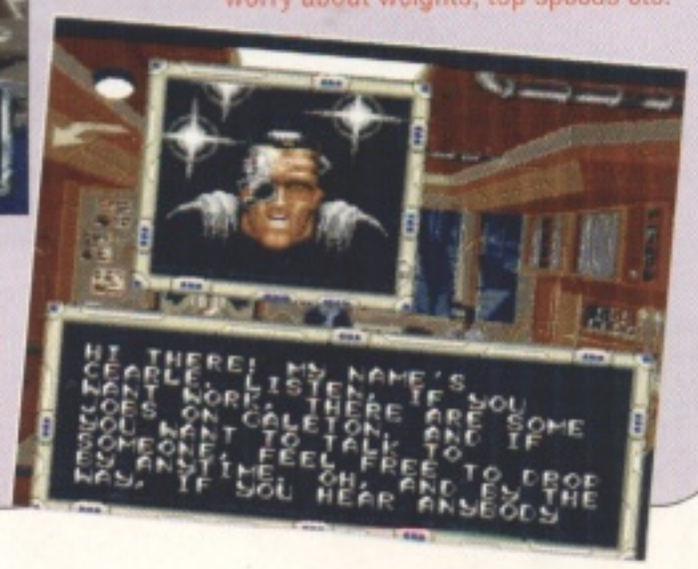
This is what pelican crossings look like where Mechs come from.

THE BORING BITS

Some people find this kind of stuff absolutely fascinating, but we've gathered it all together and drawn a line round it just in case.

Don't be fooled by what you might see around you – *Mech Warrior* is more than just a shoot-'em-up. You've actually got to go on a series of missions (at your discretion) and earn the cash to upgrade your mech (assault suit) and – possibly – buy a new one altogether. You've also got to worry about weights, top speeds etc.

There are lots of menus to, well, choose things from.


HI THERE! MY NAME'S
CEARLE. LISTEN, IF YOU
WANT WORK, THERE ARE SOME
JOBS ON CALETON AND IF
YOU WANT TO TALK TO
SOMEONE, FEEL FREE TO DROP
BY ANYTIME. OH, AND BY THE
WAY, IF YOU HEAR ANYBODY

Oh, and the game's got a (very tenuous) adventuring element to it, too. Between missions you can pop into the cafe and chat to the locals, thus gleaning info you can use when it comes to selecting missions.

GOOD, BAD OR UGLY?

'In this new experience you may find temptations both in wine and women. You must entirely resist and, while treating all women with perfect courtesy, you should avoid any intimacy. Do your duty bravely. Fear God. Honour the King.' Thus Lord Kitchener himself addressed the British Expeditionary Force in 1914, and, in a way, his words hold a certain relevance for the player of *Mech Warrior*.

I suppose the game could best be described as a cross between *Assault Suits Valken* and *Pilotwings*, although that makes it sound rather more glamorous than it actually is. It's certainly got lots of assault suits in it. And it's got 3D Mode 7 landscapes just like the ones in *Pilotwings* (only a bit rockier and more space-age). But for some reason the two halves don't seem to meet up in the middle very comfortably.

The problem isn't with the graphics, that's for sure. Okay, they're not going to be the cause of any radical re-think of *Super Play*'s rating policy. But the landscapes move around smoothly, and the sprites look good.

Looking at the game from the assault suit point of view, that's been taken care of very well, too. The 'stats' side of things is comprehensive without being intrusive, and you get a reasonably convincing impression that you are, indeed, stomping about in a heavily armed assault suit picking off other assault suits. The difficulty is judged about right, too – it's really hard to start off with, but you gradually get the hang of it, whereupon the game starts toughening up in response.

But somewhere in the middle, between the nice graphics and the assault suits, there's just this empty void. There needs to be more in there, something to spice it all up a bit. Shooting other assault suits is fine as far as it goes, but after the first 30 or 40 you'll be thirsting for something more. (And the crappy 'adventurey' side of the game is scant compensation.) As a result, you simply won't feel you've got your money's worth.

● Jonathan Davies

GRAPHICS	SOUND	GAMEPLAY
76%	65%	70%
GAMELIFE	OVERALL SCORE:	63%
55%		

VERDICT: Pretty good graphics, and the nearest thing yet to an assault suit simulator. This is great as far as it goes, but sadly that just isn't far enough.

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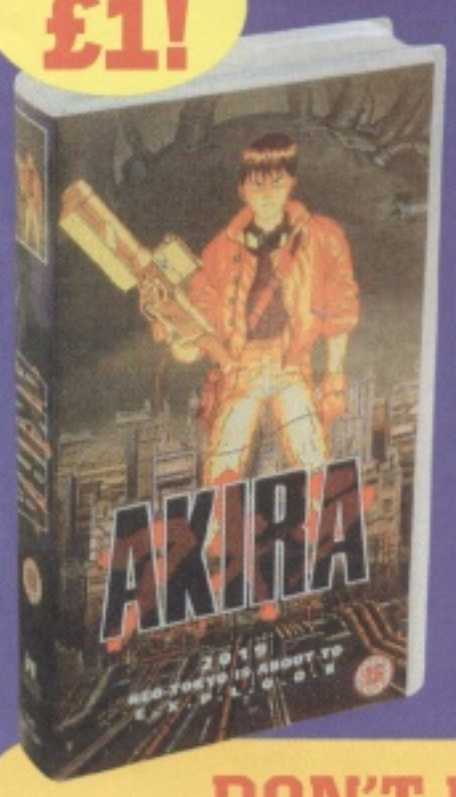

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FAMILY DOG

UK Release

Game: Family Dog
Publisher: THQ
Price: £44.99
Cart ROM: 8 Mbit

GOOD, BAD OR UGLY?

'If it ain't broke, don't fix it' – that was probably the dictate THQ followed when deciding to mould *Family Dog* along similar lines to *Home Alone*, an earlier game of theirs. The problem, as regular *Super Play* readers will doubtless already have spotted, is that *Home Alone* was 'broke' beyond economic repair. It was a pile of tosh. And *Family Dog* tends to follow suit.

It's not all bad news, though. The main point in the game's favour is that it's based on a rather amusing American cartoon (albeit one that never got generally released, not even in America). So the central sprite is really nicely animated, and does lots of doggy-type things, like scratching, barking and sniffing the ground. There are some quite funny(ish) (at a pinch) jokes, too, such as the way 'paws' is printed on the screen when you press pause. It gets a few extra marks for those.

But the game plays diabolically. The controls are horribly unwieldy (the animation seems to take precedence whenever the game's got to take a decision between moving 'Dog' and completing a sequence of actions), you get sent back frustratingly far when you die, and it's all dull, dull, dull.

● Jonathan Davies

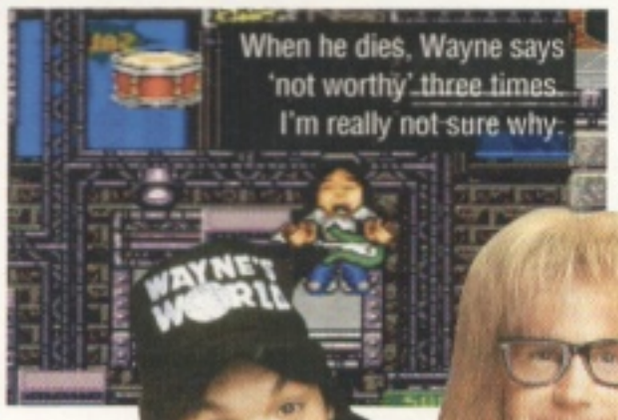
GRAPHICS	SOUND	GAMEPLAY
60%	45%	39%
GAMELIFE	OVERALL SCORE:	
30%		39%

WAYNE'S WORLD

UK Release

Game: Wayne's World
Publisher: THQ
Price: £44.99
Cart ROM: 8 Mbit

That's Wayne on the left, apparently. And the other one's called Garth.



GOOD, BAD OR UGLY?

Another film I missed last year was *Wayne's World*. Apparently it's a comedy, its humour based on the premise that two men walking around demonstrating the limited nature of their vocabulary is funny. I gather it did quite well in America.

What I can't imagine doing very well, though – even in America – is THQ's game of the film. With almost breathtaking predictability they've done it as a platform game. The graphics are nothing special, although the characters' faces are quite good, and the sound effects consist of words like 'excellent', 'not' and what sounded like 'swing', and caused giggles all around the office. (I fail to see why.) And it's really, really boring to play – just jumping about collecting things, with little incentive to keep at it.

It's conceivable, just conceivable, that if you were wild about the film you might enjoy this, simply for the sake of the sound effects and pictures of your heroes. But viewed as a game in its own right it's ropy stuff. And it's gamelife can be measured as the time it'll take to go out of fashion.

● Jonathan Davies

GRAPHICS	SOUND
40%	75%
GAMEPLAY	GAMELIFE
30%	19%
OVERALL SCORE:	26%

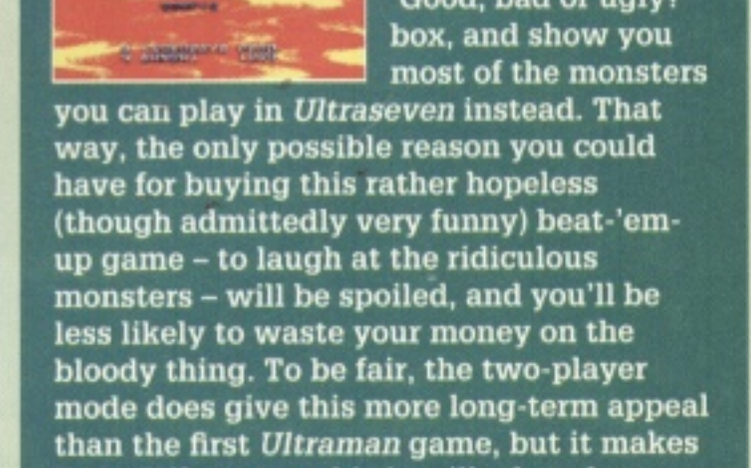
ULTRASEVEN

Fans of the first *Ultraman* game (if there are any) will greet this new spin-off with open arms – it features even *more* dumb-looking space monsters beating the stuffing out of each other.

Japanese Release

Game: Ultraseven
Publisher: Bandai
Developer: In-house
Price: Approx. £60
Release: Out now
Players: 1 or 2 simultaneously
Cart ROM: 8 Mbit

Ultraman, as you probably all know, is this ridiculous, giant superhero thing the Japanese like a lot. What tends to happen in the films is: A ludicrous giant monster arrives on earth and destroys a few buildings, Ultraman turns up, doesn't say a word, beats him up, then flies off again. And in the game it's nearly the same, though you can actually avoid him altogether if you want, and play one of the monsters instead.



7 Alien Borg
This guy's rather like a futuristic medieval knight in dark grey space armour. Ridiculous helmet design though. (You'd never be able to see out of it properly for a start.)

8 Dally
A bright pink crustacean, Dally looks rather like the sort of creature that, if you threw it onto its back, would have real trouble getting back up again. (He can, though.)

1 Ultraseven
Basically your standard Ultraman. Great at forward rolls, cartwheels and karate chops, but conceding a couple of hundred stone to most of his opponents, he's not at his best in close combat situations.

2 Agira
A two-legged Triceratops-type thingie, Agira is good at putting his horny head down and head butting people (if 'people' is quite the right word), but little else.

3 Gander
A stupid, slug-like creature, mainly dark grey in colour, and with eyes on ridiculous little stalks.

4 Gyeron
With a bird-like beak and a big sort-of ruff, Gyeron looks silly even in this company.

5 Kingjoe
A rather old-fashioned looking golden robot thing. He has an unusual trick of separating his body into different bits, then putting them back together again, for no apparent reason.

6 Alien Icarus
An alien monster with a bat's face, and a tall grey body. Lots of fur around his neck.

IMT-Seven
No idea who this guy is, but he looks like Ultraman, except for his more Roman-style helmet.

Micras 9
A great big minotaur-like thing, with massive curly horns and little legs.

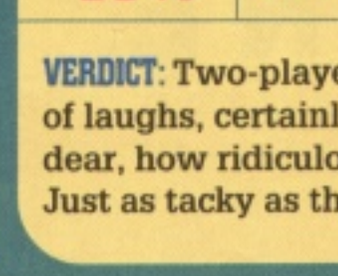
Windom 10
A tall, thin, silver-coloured robot.

Alien Melkin 11
Odd-looking purple lobster-thing, Melkin is the first of a number of 'alien' monsters featured. The others are all good old earth monsters, presumably.

Eleking 12
A bit like Godzilla (if Godzilla were a tall white slug, rather than a dinosaur). Does a good crushing trick with his tail.

Alien Guts
Possible the stupidest-looking of all – Alien Guts has a ludicrous name, a big budgie/seagull/fish-like head, and a bizarre disappearing-then-reappearing again trick. He's still crap though, and generally gets trashed by any other monster he meets.

GOOD, BAD OR UGLY?



As this is only a one-page review, I've decided to forgo the normal length of 'Good, bad or ugly?' box, and show you most of the monsters you can play in *Ultraseven* instead. That way, the only possible reason you could have for buying this rather hopeless (though admittedly very funny) beat-'em-up game – to laugh at the ridiculous monsters – will be spoiled, and you'll be less likely to waste your money on the bloody thing. To be fair, the two-player mode does give this more long-term appeal than the first *Ultraman* game, but it makes little difference – this is still a hopeless buy. Leave it alone.

● Matt Bielby

GRAPHICS	SOUND	GAMEPLAY
52%	43%	40%
GAMELIFE	OVERALL SCORE:	
53%		45%

VERDICT: Two-player mode gives lots of laughs, certainly, but of the 'oh dear, how ridiculous is *this*?' type. Just as tacky as the useless original.

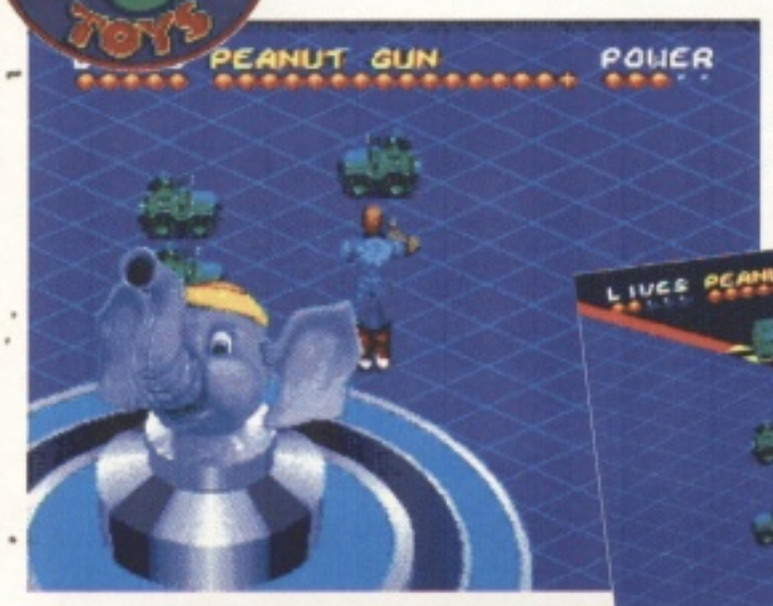
TOYS

US/UK Release

Game: Toys
Publisher: Absolute
Price: Approx. £45
Cart ROM: 8 Mbit

Find security cameras and squirt water at them to stop them from working.

Stop the evil, evil general (or whoever he is). He's made all the toys in the factory go completely mad, and they're all charging about smashing things up.



Admire the big elephant thing. (We're not quite sure what it's there for.)

Dodge the toys or, better still, shoot them with your peanut gun. Or, best of all, do something more interesting instead.

GOOD, BAD OR UGLY?

Toys is a game entirely without merit. Which is surprising, as David Crane, the man behind David Crane's Amazing Tennis (SP3 80%), had a sizeable hand in it. It's based on Toys, the film, which as usual I haven't seen, and sees you controlling a bloke who walks around a toy factory, viewed in an ungainly 3D perspective, killing baddies with a set of near-useless weapons. Dotted about the place are security cameras which need to be destroyed by (for some reason) squirting them with water. Make it through three levels of that – which I didn't – and there's apparently some sort of scrolling shoot-'em-up section.

I know all this because the sprawling manual, as well as making Toys out to be more complicated than it actually is, tells you exactly what every level's going to be like, thus robbing the game of what little incentive there would otherwise have been to penetrate its further reaches. Judging by the pictures in the manual, though, the already-dull graphics get worse rather than better.

This really is very boring, and, although it's quite difficult, the hour or two I spent stranded on level one was, I felt, long enough.

● Jonathan Davies

GRAPHICS	GAMELIFE
25%	26%
SOUND	GAMEPLAY
59%	15%
OVERALL SCORE:	24%

SHANGHAI 2

You start off with this big pile of tiles, and you've got to make it smaller by finding matching pairs. And, er, that's it.

Dragon's Eye is a sort of built-in bonus game. (The game's actually sub-titled 'Dragon's Eye', if the truth be told.) If anything it's more fun than the normal game – you're competing against the computer to clear the board of tiles by matching the ones on it with the ones in your little heap, while the computer's trying to fill it up. It's more exciting, but it lacks the original game's simplicity, and probably makes the package as a whole look worse value rather than better. (*Eh? – Ed.*)

US Release

Game: Shanghai 2
Publisher: Activision
Price: Approx. £45
Cart ROM: 8 Mbit

That big pile after a few minutes' frenzied tile matching. Not so tough now, eh?

GOOD, BAD OR UGLY?

'What? Shanghai 2?' you're probably thinking. 'But how could it possibly do anything different from Shanghai 1, which was, after all, a game so impossibly simple as to defy description.' (Either that or 'Oh no, not another really boring half-page review of a crap game.') But the thing is, you see, that Shanghai 2 is actually Shanghai 1 in disguise. Or, more accurately, it's the US version of Shanghai 1, with all the Japanese text taken out.

Shanghai, as you might possibly be aware, gives you a pile of patterned tiles on the screen, which you've got to remove two-by-two by pairing them off. And, er, that's it. It really couldn't be simpler. It's also intensely boring, but in an oddly therapeutic way which, if it catches you unawares, can easily keep you gazing at the screen for hours.

So, although you'd have to be completely mad to actually fork out forty-five quid for this yourself, if someone walks up to you in the street and presses a copy into your hand, thank them and take it straight home.

● Jonathan Davies

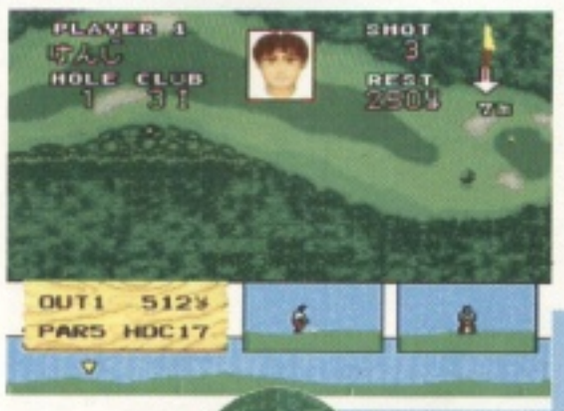
GRAPHICS	SOUND	GAMEPLAY
30%	25%	50%
GAMELIFE	OVERALL SCORE:	58%
71%		

NAMCOT OPEN

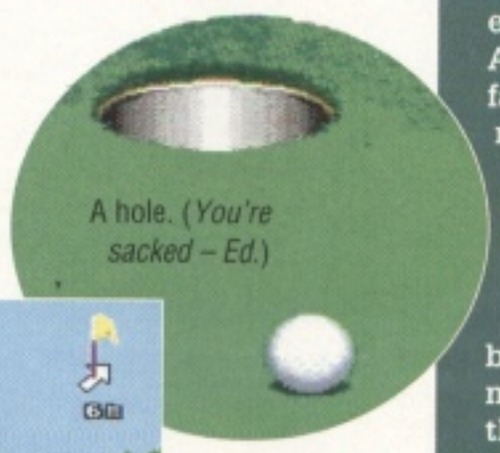
You can choose your caddie from this all-girl line-up. We simply *couldn't* decide.

Japanese Release

Game: Namcot Open
Publisher: Namco
Price: Approx. £50-£60
Cart ROM: 8 Mbit



A scrolling bird's-eye view of the hole, aaaaand...



A hole. (*You're sacked – Ed.*)

...a from-behind-the-golfer view. (It seems to be rather a *long* way behind the golfer, though. And he looks a bit tall, doesn't he?)

Looks like Cybil (our caddie) is one of the lucky winners of issue 7's *Jimmy Connors* compo.

GOOD, BAD OR UGLY?

There are absolutely loads of good Super Nintendo golf games to choose from, with *Pebble Beach* and *Irem Skins* wrestling for the top spot.

Namcot Open comes from one of the most respected publishers in the business (the people behind things like *Cosmo Gang*, *Xandra's Big Adventure* and a long list of really good PC Engine games, according to Jason), so you'd expect it to be pretty good. And it is, playing in a similar fashion to the highly respected *NES Open* game (on – yes – the NES) and probably slotting in just below the two games mentioned above.

The graphics are an odd blend of overhead views and more traditional from-behind-the-player ones, with a fair amount of Mode 7 zooming in and out. They don't look staggeringly attractive, but they're extremely fast and efficient, and you can always see exactly what's going on. And the caddies are rather cute. In action, the game proves to be very playable indeed. The ball moves around realistically, and the holes are entertainingly varied, and there's only one course as usual.

Yup, this is a very good golf game indeed. The only deficiencies I found were that a) the courses all *look* flat, even though the cross-sectional views show them to be as lumpy as the best of them, b) putting seems a little too simplistic, and c) there's an awful lot of Japanese text, and I couldn't make head nor tail of the manual, so I hope I haven't missed out any important bits.

● Jonathan Davies

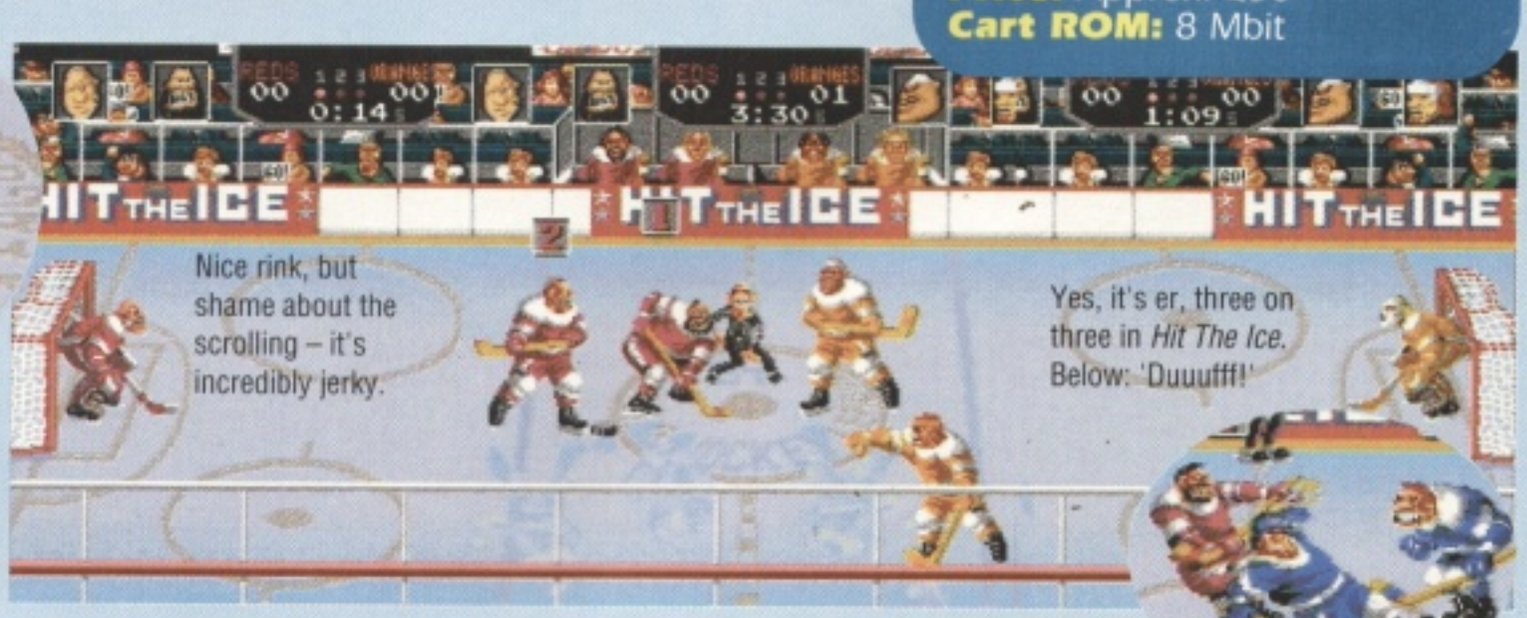
GRAPHICS	SOUND
79%	75%
GAMEPLAY	GAMELIFE
86%	81%
OVERALL SCORE:	80%

HIT THE ICE

US Release

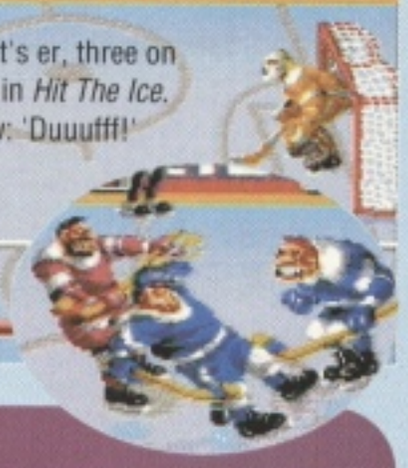
Game: Hit The Ice
Publisher: Taito
Price: Approx. £50
Cart ROM: 8 Mbit

It's a beat-'em-up... It's an ice hockey game... It's an ice hockey beat-'em-up! (*Oh dear – Ed.*) Lay into the opposition too heavily, and it's gloves off time.



Nice rink, but shame about the scrolling – it's incredibly jerky.

Yes, it's er, three on three in *Hit The Ice*. Below: 'Duuufff!'



GOOD, BAD OR UGLY?

The arcade original on which this is based was by Williams, the US developers of coin-ops like *Smash TV* and *Mortal Kombat*, and was smashing fun – literally. Following its lead, the SNES conversion is much less of a serious ice hockey sim than recent rivals like *NHLPA '93* and last month's *USA Ice Hockey* – indeed, in many ways, it's as much a beat-'em-up showcase as a hockey game – though unfortunately it's a game-style that works far less well here than it did on the original.

You see, despite some great characters and hilarious animation, the laughably jerky scrolling, poor control and, for much of the time, virtually undetectable puck let it down considerably. In fact (and this was also true of the arcade game to some degree), goals are usually achieved more by brute force (ie just laying into the opposition's goal keeper) than careful skating and positioning. Yes, this sort of duff-'em-up action *can* be great fun, particularly with two-players, but there's too little to it to keep your interest levels high for long. Basically it's a rather shallow game. So, if you're desperate for an ice hockey game, ignore this and go for EA's *NHLPA '93* instead – it's still the best there is.

● Jason Brookes

GRAPHICS	SOUND	GAMEPLAY
69%	63%	62%
GAMELIFE	OVERALL SCORE:	58%
55%		

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NEW TO THE UK

Matt Bielby provides a run-down of the major games that we've reviewed on import in the past, or ignored completely, but are now on official release.

BUSTER BUSTS LOOSE
Konami/£49.99/8 Mbit

So it's not all that big, or hard to complete, but *Buster* is a glorious release – inventive, packed with the most appealing cartoon-like graphics, and very varied. One thing you couldn't accuse it of being is predictable – just when you think you've got the game's measure, it turns into a hilarious American football simulation, or a spooky *Addams Family*-lookalike. Neat sub-games keep the interest up too – just as you'd expect from Konami.

Full review in issue 5.

OVERALL SCORE: 89%

GEORGE FOREMAN'S KO BOXING
Acclaim/£49.99/8 Mbit

This one's been around in the UK for a while, actually, but it's so bad we thought it deserved another slagging. Boxing is a limited enough thing to simulate in the first place, but this, with its limited animation, poor choice of perspective (from behind your man's head), and almost complete lack of things to do, make it a contender for Worst UK Release Of Them All. And someone decided it's worth fifty quid!

OVERALL SCORE: 18%

Full review in issue 2.

ROAD RIOT 4WD
THQ/£49.99/4 Mbit

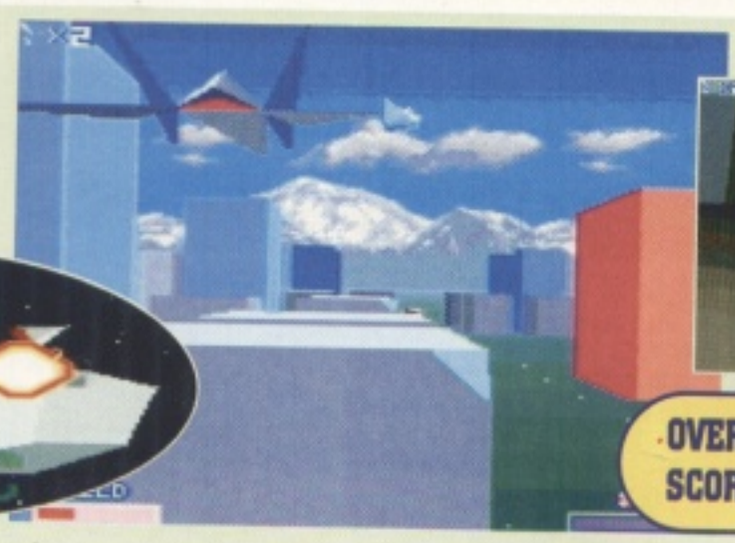
Considering how many great Super Nintendo games there are out there, whoever picks the stuff for official UK release must have an extremely warped sense of humour. *Road Riot* is an appalling split-screen, two-player buggy thing, 'boasting' some of the most jerky, confusing 3D graphics ever seen, a non-existent difficulty curve, and a diabolical road effect. In fact, *Road Riot*'s only claim to fame is that it's probably the worst driving game ever released on the Super NES. Needless to say, avoid.

Full review in issue 4.

OVERALL SCORE: 20%

STARWING
Nintendo/£49.99/8 Mbit

We only reviewed this an issue or two ago, so this is more of a reminder than anything. *Starwing* is (of course) the European name for *Starfox*, and *Starfox* is (equally of course) the first Super FX chip-equipped game – a fabulous, brilliantly designed solid 3D shoot-'em-up, featuring top quality solid vector graphics coupled with plenty of speed, and the usual brilliant Nintendo game design. It is, of course, a complete must-buy.



OVERALL SCORE: 93%

Full review in issue 7

SUPER BATTLETANK
Absolute/£49.99/4 Mbit

A fairly ancient release in world terms, this has only just earned a UK release, though it's fairly hard to see why. Despite undergoing a simulation-style dressing-up, the game basically boils down to a version of ancient arcade classic *Battlezone*, with digitised sprites flapping around in front of you itching to be shot. Simple controls, but far too repetitive to be much fun in the long-term.

OVERALL SCORE: 50%

Never reviewed.

SUPER GOAL
Jaleco/£TBA/8 Mbit

You've got three football games to choose from on the Super Nintendo – *Super Soccer* (of course), *Kick Off* (which some people think's great, but we really don't rate) and now this. It's been out for ages in Japan as *Super Cup Soccer* and, although it plays reasonably well, adheres closely to the rules of soccer, and manages to make top teams like England play better than weedy ones like Scotland, it's not really worth the money. The graphics and animation are terrible, the scrolling's jerky and it just doesn't feel like a Super NES game. Stick with *Super Soccer* for now, and watch out for our reviews of *Striker* and *Sensible Soccer*.

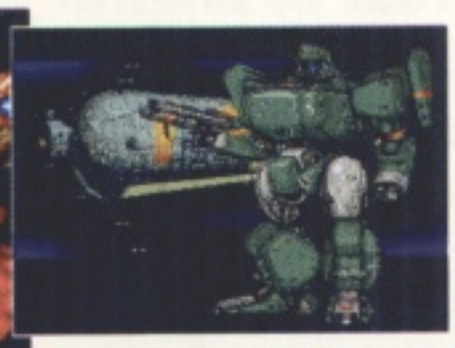
Not reviewed.

OVERALL SCORE: 69%

CYBERNATOR
Konami/£TBA/8 Mbit

We originally reviewed this under its Japanese name, *Assault Suits Valken*, and liked it so much we put it on the cover of issue 5. *Cybernator*'s a slick shoot-'em-up where you're stomping about in a huge robotic exoskeleton blasting baddies. The action varies a lot from level to level, and, while the graphics generally are extremely good, the explosions are simply the best. And the feeling of power that exoskeleton gives you is simply overwhelming.

Full review in issue 5.



OVERALL SCORE: 91%

SUPER NBA BASKETBALL
Tecmo/£TBA/8 Mbit

World League Basketball (or, er, *Super Basketball* as we called it in issue 4) is great, but its 3D Mode 7 zooming about isn't to everyone's taste. *Super NBA Basketball* takes a more staid side-on view, and we reckon that as a result it's the better game of the two. It plays basketball brilliantly, although it's much more fun with two players, and it's well worth a look, even if you're not normally a particular fan of the sport.

Full review in issue 4.

OVERALL SCORE: 86%

ON THE BALL
Taito/£TBA/8 Mbit

On The Ball (alias *Cameltry* in Japan) takes a logical enough idea – a ball that you've got to guide through a series of mazes by rotating them – but doesn't really do enough with it for our liking. There are some pleasant backgrounds, and it's fun for a bit, but we got bored of it very quickly. It does have its supporters, though, so it might be worth considering at least.

Full review in issue 1.

OVERALL SCORE: 52%

BATMAN RETURNS
Konami/£TBA/8 Mbit

Film licences don't come much better than this. Okay, so it's really just a scrolling beat-'em-up, and no great advance over *Final Fight*. And if you really hate that sort of thing you're unlikely to be swayed by this. But the graphics in *Batman Returns* are excellent (with some lovely animated characters), there are plenty of different fighting moves, and the atmosphere of the film has been captured to a tee. (The driving section is best forgotten, though.)

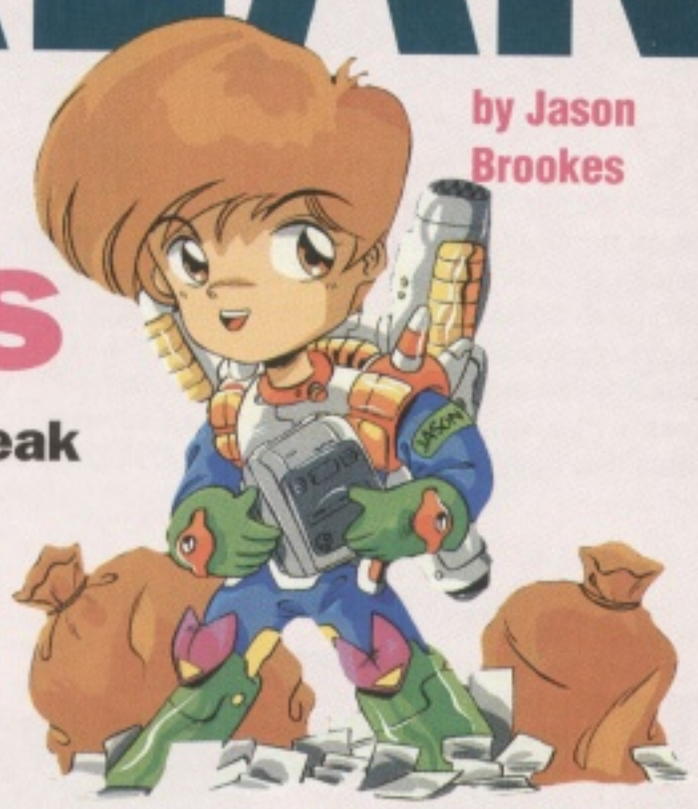
Full review in issue 7.

OVERALL SCORE: 87%

GAMEFREAK

SNES TECH & GAMING ANSWERS

by Jason Brookes



Got any questions? Oh good, lots of you. The Gamefreak will do his best to answer them (and he hasn't failed yet). Got any questions without the words CD ROM, *Final Fight II* or *Mortal Kombat* in them? Ah, that's whittled it down a bit...

Fatal Fury II on the Neo Geo – just one of the many SNK Neo Geo games expected this year on the Super NES.

Dear Gamefreak,
1) I am very concerned about the Super Nintendo version of *Mortal Kombat*, as I heard Nintendo will most probably cut out the fatalities (death moves), and all the blood and stuff. Is this true?
2) Could you do something on the SNES conversion?
3) When will *Fatal Fury II* be out?
Name not supplied.

1) For commercial reasons, Nintendo have traditionally toned down violent games in the past. And it makes sense for them if you think about it. After all, the worst situation for Nintendo would be if parents (the main purchasers) stopped buying Super Nintendo games for their children because of *one* violent one. By making *Mortal Kombat* a bit milder, Nintendo risk getting slagged off by die-hard fans like yourself, and sales may suffer because it isn't the same as the arcade version, but Nintendo's reputation remains untarnished – something that's far more important to them in commercial terms. Still, it is quite ironic – after all, the game is spectacularly popular simply because it *is* so violent.
2) Yes, stay tuned.
3) Late Summer.

Dear Gamefreak,
1) Last month, I bought an American magazine called *Gamefan*, and it said that the next Super FX title will be a driving game called *Super Hero Racing*. It won't feature texture-mapped polygons, but it will be considerably faster than *Starfox*, apparently, thanks to an updated (and now finalised) version of the Super FX chip. Is this true, and do you know when can we expect to see the game released?
2) When referring to the explosions in *Starfox*, some magazines have used the term 'bitmapped'. Please could you explain what this means, and how the explosions in *Starfox* differ from those, in say, *Assault Suits Valken*.
Julian Roche, Cheshire.

1) We've heard from a couple of sources that the next Super FX game will, indeed, be a racing game, and one that's due to be unveiled at the Chicago CES in June. (However, we're talking about a different game here to Elite's Super FX release, as reported in our last issue.) That said, though, the title you've mention isn't something we've come across yet. We wouldn't be at all surprised if the Super FX chip used in the next game *is* a slightly updated version, though.
2) Most graphics are *bitmapped* – all that means is that they've been drawn on screen by someone. The point people are making when they say that *Starfox* has 'bitmapped explosions' is that they're not made out of 3D polygons like most of the other graphics in *Starfox*, but are simply drawn as usual. In that sense they're actually no different to the explosions in *Assault Suits Valken*, or pretty much any other game you could mention either.

Dear Gamefreak,
1) How much will *Final Fight II* and *Bubsy* cost, since they'll both be 16 Mbit?
2) Will *Legend Of The Mystical Ninja* or *Gradius III* ever come out in the UK?
3) What's your all-time favourite shoot-'em-up – *UN Squadron*, *Cybernator*, *Desert Strike* or *Starfox*?
4) Have you any information about *Pilotwings 2*, *Contra IV*, *Zelda IV* or *Mario V*?
David Gatrell, Cheshire.

1) *Final Fight 2* is actually 10 Mbit, and costs ¥9,000 in Japan (approx £52). On import expect to pay at least £60-70 for it. *Bubsy* will cost around £60 in the UK.
2) Konami reckon that *Legend Of The Mystical Ninja* and *Gradius III* have been available for too long on grey import, and it's unlikely they'll ever get released over here. This is a real shame, as they're both brilliant games – particularly *Legend Of The Mystical Ninja*. Look in Supermarket for older games like these – they can be picked up very cheaply.
3) *UN Squadron*'s my personal fave, but they're all great shoot-'em-ups.
4) No, not yet.

Legend Of The Mystical Ninja from Konami – it looks like this one will only ever be available on import. (Sniff.)

Konami's first Super Famicom release was *Gradius III* – pick it up cheaply second-hand, if you can find it.

Dear Gamefreak,
I have a few questions about the Super Nintendo CD system.
1) What will it be called?
2) Because it seems likely that the system will be launched in Japan and the States first, will it be possible to plug the Japanese or American

machine into a UK Super Nintendo using some type of adaptor?
3) In SP7 you said that the CDs will be in a special case to avoid damage. Are these cases going to be the same as the caddies used on the CD ROM drive available for PCs and Apple Macs?
4) Why are Nintendo taking such a long time to release the CD ROM?
5) With the *Desert Strike*/Gulf War link in mind, what are the chances of Electronic Arts doing a game based on the crisis in Bosnia?
Ben Bronks, Middlesex.

1) In the States, the press are calling it the Super NES ND (Nintendo Disc) drive, but an official US or European title hasn't been decided yet.
2) If you mean using an adaptor in between the system cartridge and the Super NES, I very much doubt it would work. Besides, NTSC (US and Jap) CD ROMs won't be compatible with the UK Super NES, because of the speed differences.
3) They will be similar, but not identical – Nintendo CDs will be customised to incorporate back-up RAM. It's not as yet known if a dummy caddy will appear to let you play your own music CDs on the system, though.
4) Lots of reasons, but one is that they don't want to make the same mistake as Sega, and have a CD machine out there without any decent games.
5) I wouldn't put it past them.

Konami's classy cyberpunk adventure – *Snatcher* – encourages hope for a similar game on SNES CD ROM.

Dear Gamefreak,
1) When will *The Fang Of Edo* (*Edonokira*) and *Neugier* be released? They look great.
2) Will any of the following be released on the Super Nintendo (cart or CD)?: *Snatcher* (from the PC Engine Super CD ROM), *Commanche: Maximum Overkill* (PC), *Space Gun* (arcade), *Carrier Airwing/US Navy* (arcade), *Knights Of The Round* (arcade) and *Lethal Enforcers* (arcade).
3) What else does Wil Overton do apart from *Super Play* covers?
4) What's the *Starblade* laserdisk Peter Evans was talking about in issue 5? Name not supplied.

1) They're both out now, and reviewed this issue (*Neugier* is reviewed in our new RPG column on page 18).
2) *Snatcher* from Konami (stop sniggering at the back) is an excellent Cyberpunk-style adventure along the lines of *Blade Runner*. You can bet that Konami have similar stuff planned for the Super NES CD ROM. The only other games that might appear are a conversion of *Carrier Airwing/US Navy* (the sequel to the *UN Squadron* coin-op), and their medieval beat-'em-up *Knights Of The Round*.
3) Wil also does the illustrations of Neko the tiger, and all the regular artwork seen in Playback, Super Market, Blabbermouth, Subscriptions, Gamefreak and our new RPG column. He's also the art editor of *Anime UK*, a rather groovy specialist anime magazine. Helen McCarthy is *Anime UK's* editor, funnily enough.
4) The *Starblade* laserdisk is a fabulous audio and visual trip through the coin-op 3D shoot-'em-up. There's a prologue, an arty intro, character data files and every bit of info on the Geosword starfighter you could ever wish for (Max thrust 3,820t etc, etc). (*Cor – Ed.*) Every last detail of the game basically. Peter loves it.

WHO KNOWS EVERYTHING?

The Gamefreak does! Every month he answers your questions on game release dates, technical problems, or whatever you want really. He's not psychic though, so to get an answer, send your problem to:
Gamefreak, *Super Play*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.
PAL and SCART queries are all in a day's work for the Gamefreak. (He's not scared.)

What a fab game this is – *Kikikaikai* will be known as *Pocky & Rocky* in the UK. It's due in the Summer.

Dear Gamefreak,
1) Will *Kikikaikai* ever be released in the UK?
2) Are you going to a *Super Play Annual* like *Total!* did last Christmas?
3) Is Acclaim going to do another *Smash TV* game, with better graphics and possibly a four-player option?
Richard Knights.

1) Yes, it's to be called *Pocky & Rocky*, and may appear later in the year.
2) Yes, *Super Play Gold* – as it'll be known – will be out on 24 June.
3) No, but Black Pearl Software are releasing the sequel, *Total Carnage*, which we reckon isn't as good as *Smash TV*.

Dear Gamefreak,
One question. Which Super NES RPGs have been released in the States so far?
Alistair Shephard.

Current US RPGs are: *Actraiser*, *Arcana*, *Drakkhen*, *Final Fantasy II*, *Final Fantasy Mystic Quest*, *Lagoon*, *Legend Of Zelda*, *Legend Of The Mystical Ninja*, *Soul Blazer* and *Ys III*. The best are due later this year though – *Dragon Warrior V*, *Final Fantasy III* and *Final Fantasy Adventure II*.

Dear Gamefreak,
1) Which version of *John Madden '93* is best – Mega Drive or SNES?
2) Do you think that *Final Match Tennis* and *Davis Cup Tennis* on the PC Engine are better than *Super Tennis*? I do.
3) When is *Terminator 2*, the arcade game, coming out, and will it be better than the Mega Drive version?
D Stevens, Merseyside.

1) The Super NES version of *Madden '93* isn't as smooth or colourful as the Mega Drive version, but it still plays well.
2) I haven't played *Davis Cup Tennis*, but *Final Match Tennis* (in four-player mode) *is* better than *Super Tennis*, and I'm sure that Namco's imminent four-player tennis game, *Super Family Tennis*, will wipe the floor with it too.
3) This second version of *Terminator 2* (the first version is a drab-looking collect-'em-up that's due to be released soon) will use the Super Scope. However, if the current crop of Super Scope games are anything to go by, we might just end up with bright pink Terminators on lurid yellow backgrounds. Yuk.

NEW COLUMN!

DAYDREAMING

Last month I assumed you were all a bunch of frustrated game designers, so I included this new column, where you get the chance to tell the world about the games *you* want to see. Which is great – the problem is, at the time of writing the June issue's only been on sale a matter of hours, so I ain't had many replies yet. Still, here are the ones I *have* got, and next month there'll be loads. (Honest.)

Mark Wright from Clywd says he'd like to see a Super FX version of *X-Wing* (the fab new *Star Wars* game on the PC). 'The trench sequence could be brilliantly transferred,' he reckons, 'and the enemy fighters would move properly, unlike in *Super Star Wars*.' Let's hope that Lucasfilm have seen the potential there too, eh?

Now, this one's more up my street. Matthew Fleetwood from Cheshire reckons that a CD ROM version of *Castlevania V* would be 'the ultimate creepy platform game.' He says 'there'd be some jaw-dropping effects, even more spectacularly gloomy backgrounds, and there could be RPG overtones too, where Simon has to talk to people at various stages throughout the game.' (*Hope not – remember, it'd all be in Japanese at first! – GF.*) 'The best thing about it would be the music, though. Imagine the *Castlevania* themes on CD!!!' Indeed, Matt – I think you've just stumbled on a potential Konami classic (and I'm sure they're aware of it too). As for the music, though, imagine no longer – some of the *Castlevania IV* music *is* already available in Japan, on a CD called *Dracula: New Classics*. See the feature on game music this issue.

Finally, Steven Parker from Shrewsbury would like to see a version of *Hollywood Strip Poker* with Vanna White in the, um, 'starring role'. Er, no more of these kind of daydreams please.

What would be your idea of perfection on the Super NES? Send it to Daydreaming at the usual address.

MODE 7

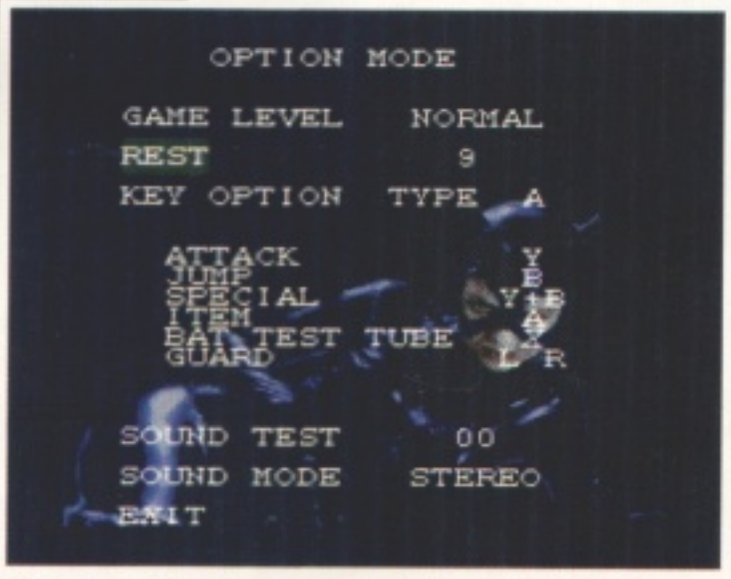
CALLING ALL CHEATS, CRACKERS, AND GAME FREAKS!

Is there no holding it back? Mode 7 returns once again, with another deluge of top-quality gaming advice. This month's edition will appeal to people who like codes – there are an awful lot of them in it – but it also features a mini Super Player's Guide to *Exhaust Heat II*.

But, of course, none of this would be possible without etc, etc. So do please send everything you can muster in the way of tips, codes, cheats, and even complete playing guides, to: Mode 7, *Super Play*, Future Publishing Ltd, 30 Monmouth Street, Bath BA1 2BW. Bear in mind that everything that gets printed here will be rewarded with a *Super Play* pen, and the really, really good stuff earns you a *Super Play* T-shirt.

BATMAN RETURNS
(Konami)

Stop the press! Hold onto your hats! It's a cheat for *Batman Returns*! All you've got to do is go to the options screen, pick up Controller 2 and then press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B and then A. And – hey presto! – you'll then be able to... erm... (now, you're not going to be too disappointed, are you?) select up to nine lives instead of the usual seven. Hey, it's a cheat, okay?



Those two extra lives you get with our cheat will be very useful when you fight Catwoman. She's a bast.

SUPER FIRE PRO WRESTLING 2
(Human)

Passwords, eh? They range in type-in-ability from *Another World*'s pithy 'TTCT' type of thing to these unwieldy devils. They're from Richard Hadden of Halifax, and they're all for *Super Fire Pro Wrestling 2*.

These first ones pit you against three championship belt tournament wrestlers who won't be found anywhere else in the game:

PYCOQ HKAR6 2B7ZI RK3IM
YW7GE 2J3SB 2WPGH 5XD54
M4

L7GK3 XIDMC AUTQH MIRHJ
76TGF ARY4U A6LGF SPFQB
B7

6HTS7 WZPAN JQOIX AZKX3
HFOVT JYKBQ JF6VT SWDQP
NZ

Right. And this one will take you straight to the points tournament final in tag team mode:

4SSSU GFSIS PZ5NF YOHSX
CDRXK LX34M MIEB7 V50MR
WM

This one'll take you to the tag team championship belt match:

PIIEV 2JQTZ EU6WJ HPHAN
AI4NC KNOPT TSRYH 5XEP4
UU

And, last, but not least, to get into the handicap match tournament, just enter the code below:

SO6BW VBY2P 74U3Z 2BDZJ
XOUQ1 75D64 70SQI EZU4H
T3

And – yes! – here are some of the wrestlers you can access.

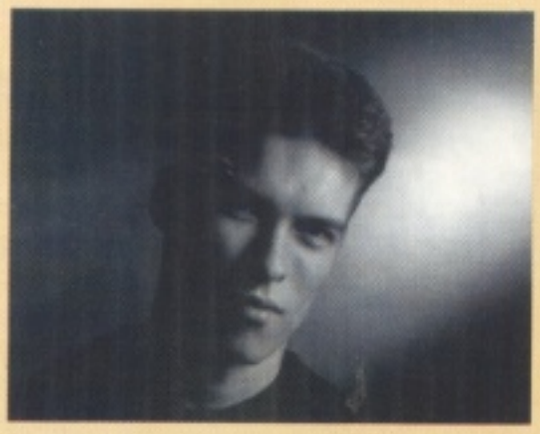
This, as regular readers will know, is the bit where I do my little best to help you out with all your Super NES gameplay problems. And if I can't do it, I normally pass the problem along to see if one of our more gifted readers can help. Let's go...

ASK ADE
INVALUABLE MONTHLY GAMING ADVICE

ONES I CAN DO
Let's kick off with the easy ones...

● Dear Ade,
On *Mario World*, I have completed the Special Star world, but cannot find the amazing new world it promises me at the beginning. Where is it? Also, where is the second exit on the Cheese Bridge area?
Mark Seddon, Hull.

Sorry to disappoint, Mark, but the amazing new world you're looking for is actually nothing more than a palette change. Still, here's how to do it. Once you've finished the special stages, all the Koopas turn into Mask Koopas, and the whole world goes a bit brown. As for the exit, you need a magic cape to fly to the end of the level. When you see the normal exit, dive down underneath it and swoop back up. Now run to the left through the second exit, which will have appeared.



● Dear Ade,
I've completed all 96 goals in *Super Mario World*, but I believe there is a 97th goal in the sunken ghost ship. Could you please tell me how to find it?
James Lochrie, Falkirk.

Right, get a cape and then fly down the... Sorry, I almost couldn't help myself there. To be honest, there is *no* hidden 97th level – I've tried to find it, and it simply doesn't work. I believe the whole rumour was actually started by a grotty tabloid that thought it would be a good idea to say there was. Sorry, you've been duped.

● Dear Ade,
I have *Starfox* (US version), and was wondering how you got into the Black Hole. In your review (May addition) you said that you had to shoot some rocks in a specific order or combination, but I can't figure it out. Can you help?
Tom Kershaw, Sussex.

We printed this in our giant player's guide last month, but for anyone who missed the issue: On the easy level, go to the second stage (as you're flying through the asteroid field). When you're about half-way through the stage there will be three spinning columns with an orange asteroid in the middle. Fly towards the orange asteroid and, just a second before you crash into it, shoot it (you have to fly through the orange debris). Do this three times and shortly after an asteroid will appear with a face on it. Shoot this as many times as you can, and it will turn into a spinny vortex thing. Now fly into that and you'll be in the Black Hole.

● Dear Ade,
I have *Super Mario World*, and have completed 91 of the 96 levels. I have beaten Bowser, but can't find a way to get to the green pipes on Chocolate Island. Could you please help?
Patric Hogan, Eire.

For this you'll have to race against the clock – you have to finish the first two levels before the clock says 250.

SUPER STRIKE EAGLE
(MicroProse)

Here's a set of codes for the US version of MicroProse's lacklustre aerial combat game, *Super Strike Eagle*, courtesy of David Parr of Knottingley.

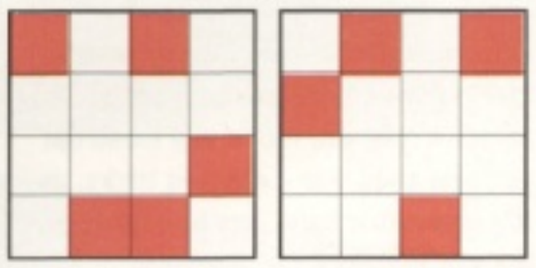
LIBYA
756FD7GD
F4BF83D9

KOREA
D0BD87F8
796H0025

GULF
2H6G4735
316DD6B8

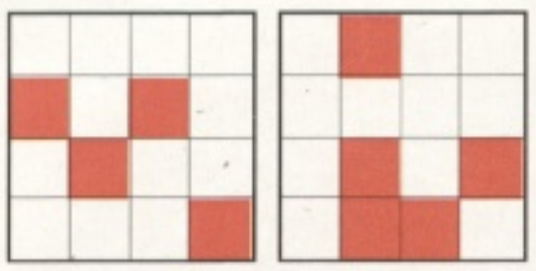
CUBA
DF25449H

Ooo, look – a handy map, so you can see which targets are left for you to destroy.



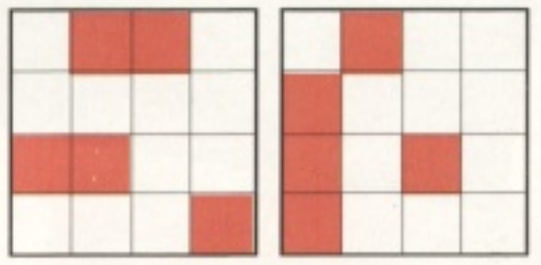
Training 3

Training 4



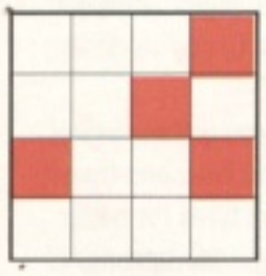
Training 5

Training 6

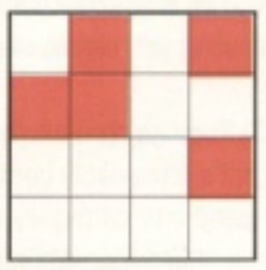


Training 7

Training 8

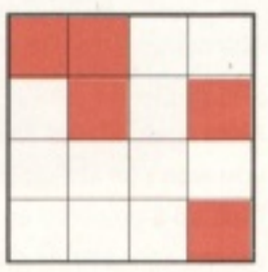


Training 1



Training 2

Training 9



Castle 1

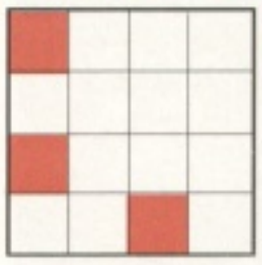
Castle 2

Castle 3

The Ogre

Cavern 1

Fab tent, shame about the screenshot.



Cavern 2

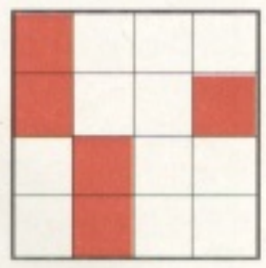
Cavern 3

Cavern 4

Steam Hammer

Anyone know what this is?

Cloud 1



Cloud 2

Cloud 3

Cloud 4

Cloud 5

Cloud 6

Cloud 7

Evil Demo Overlord

KING ARTHUR'S WORLD
(Jaleco)

Here's a full set of codes for *King Arthur's World* from someone whose name unfortunately appears to have become detached from their letter.

Perhaps he or she would like to write in to us at the usual address to claim their *Super Play* pen.

Depending on your times, you can go to many different stages, including the Flying zone, Koopa zone or Rex zone. The next two stages could be the Bubble zone or the Dino zone, depending on your time. If you've gone through either of these two then the Finish zone, with lots of Rexes in it, will be your final stage.

ONES I CAN'T DO

● Dear Ade,
I can hardly get anywhere on the ultra-tough *Robocop 3*. Do you think you could give me any hints, tips, or cheats?
Stuart Glazzard, Wombwell.

Sorry, I don't know of any cheats, but if anyone else does..?

● Dear Ade,
Whilst I was playing on the UK version of *F-Zero*, I noticed something weird on the track named 'Silence'. While travelling down the straight, you can see another piece of track on the right. Is this another course, or a secret part of the track, and, if so, could you tell me how to get onto it?
R. Loughman, Wigan.

I dunno – could it just be part of the same track that bends back on itself? Does anybody else know?

● Dear Ade,
Could you please tell me if there are any cheats for *Super Double Dragon*?
Oliver Janssen, Aberdeen.

Sorry, I don't know, but I expect someone else will.

● Dear Ade,
On *UN Squadron*, I can't get past the landcrawler and warship bosses in the desert and sea levels. Which planes should I be using, and what weapons should I have? Also, when is your birthday, and is 'Ade' a nickname or what do you prefer to be called?
Raymond Chan, East Barnet.

I don't know a lot about *UN Squadron*, so I can't help you out there. As for my birthday, as I write it hasn't happened yet (11 May), but due to the crazy wormholes of time, and magazine publishing, it'll have been and gone by the time you read this.

ONES YOU'VE DONE FOR ME

● Steve McGowan has sent in some tips to help a few perturbed souls from issue 7. First, Steve's reply to Thomas Kershaw of Sussex, who was stuck in the Focas Tower on *Final Fantasy: Mystic Quest*. Push the block upwards, then turn it down the second left, then up one. Then walk through and round the pale blue wall – use the ice block as a stepping stone to jump left.

David Reid of Falkirk was also stuck on *Mystic Quest*. Steve writes:

Find Arion in Firebury – he'll give you Thunder Rock. Take that to Otto in Windia. He will make a rainbow road from Pazuzu's Tower to Spencer's place. Now blow the blockage – you'll find the Mobius Crest here. Go back to Windia, and in the top right house is a warp square that'll take you to Ship Dock. (*Not Ship Clock, as it appeared in issue 7 for some reason – Ed.*) The Dark King is also worth seeing.

● Andrew Capstick from Burnley, has a cheat for *Super Soccer*:

Go to a two-player game in the exhibition. Select any team you like, and press START and SELECT. Keeping these held down, press B. You will now be the champions Nintendo. Only player two can play as them.

● Michael Loran of Lancaster says that while playing *Gradius III*, if you hold down left on the title screen and press A three times, you'll have 29 lives.

● Carl Lilley, from Northampton was given this cheat for *Cool World* enabling him to see the ending of the game at any time. When Holli and the gang appear on the title screen, press the following buttons: L, LEFT, R, RIGHT, UP, X, DOWN, and then B.

Remember the Ask Ade address – Ask Ade, *Super Play*, Future Publishing Ltd, 30 Monmouth Street, Bath BA1 2BW. Write today!

Super Player's Guide

MICKEY'S MAGICAL QUEST

(Capcom)

Raymond Chan of East Barnet has some advice for players of *Mickey's Magical Quest*. To get an extra life, he suggests, go to level 1-3 (the lots-of-swimming-about bit). About half-way through that level you should come across a section with rolling, floating logs and a beaver swimming underwater. Instead of going the dry way, try grabbing one of the two yellow blocks just above the water. Once you've grabbed the block you won't be able to swim. Therefore, release the block so it kills the beaver and quickly paddle before you sink below the screen. If you're still swimming and the beaver has gone, swim through the hole in the stick dam that the beaver usually goes through, and you'll receive a 1-up.

It's Mickey – and doesn't he look great?

Kill the beaver with a yellow block and you can claim a 1-up.

SUPER MARIO KART

(Nintendo)

We've printed hundreds (well, quite a few, anyway) of cheats for *Super Mario Kart* – there's at least one in every issue of *Super Play* so far, in fact – but they've nearly all been for the Japanese version of the game. That's the version we've got in the office, you see. So it only seems fair to give owners of the UK version of the game a chance to experience its many, many little cheaty bits as well, so here are the UK equivalents of a couple of them.

SAVING THE GHOST

As you probably know, if you make it through a whole race on the Time Trial without running off the track or hitting any pipes, next time you do it you'll find yourself up against a ghost character who repeats exactly what you did in your previous attempt. Well, you can actually save a copy of this performance to the battery backed-up memory by waiting till the five-item menu appears afterwards, moving the cursor to Replay and pressing L, R, Y and X. It can then be recalled at a later date by going to the course select screen and, when you're asked if this is okay, selecting yes and holding L, R and B.

Ready, steady, go! Mario and chums revving up their karts ready for the off on Mario Circuit 1.

RACING THE COMPUTER

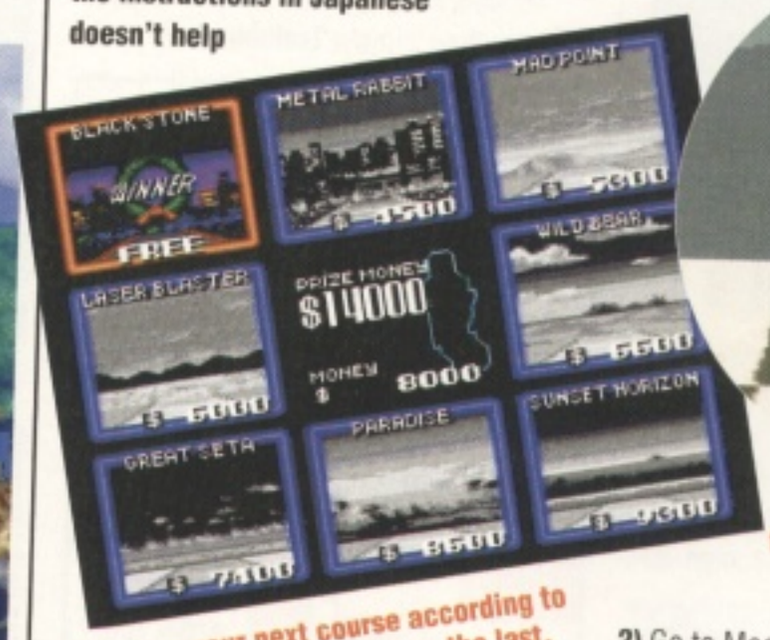
If you select a one-player Time Trial, on the character select screen you can press Y on Controller 2 to create a computer-controlled character to race against.

Thanks to Rhys Pendred of Edinburgh and Anon of Stoke-on-Trent for those. *Super Play* pens are on their way.

EXHAUST HEAT II

(Seta)

***Exhaust Heat II* is one of those games that looks a bit useless until you've played a long way into it and found out just how good it is – which is tricky, as it's also rather hard. And having all the instructions in Japanese doesn't help matters. Fortunately, thanks to a certain Jay Saka (who lives in Alberta, Canada), *Super Play* is now in a position to let you know exactly how it's done.**



Choose your next course according to how much dosh you won on the last.

There's your car, and there's the track, so I'd take the advice if I were you.

GROUP C

The game doesn't really get moving until you've made it through the Group C races, but that can take quite a time. And you won't be able to do it until you've built up a powerful enough car. That means concentrating nearly all your resources on your engine.

1) Complete the Moon City race, and spend all your prize money on your engine by going to the laboratory. (Make sure you always go for the engine that has a parabolic power curve. The one with the bell-shaped curve is poor at lower speeds.)

2) Go to Moon City again. After you've completed and received money for the race, go to the setting screen to see if you've received a better engine. If you haven't yet, repeat step 1.

3) Keep going until you've got an engine that's reasonably competitive, and then spend a bit of money on tyres for better road handling. (Although Jez reckons you'd be better off spending a small, but steady, amount of money on your tyres, while spending the bulk on your engine.)

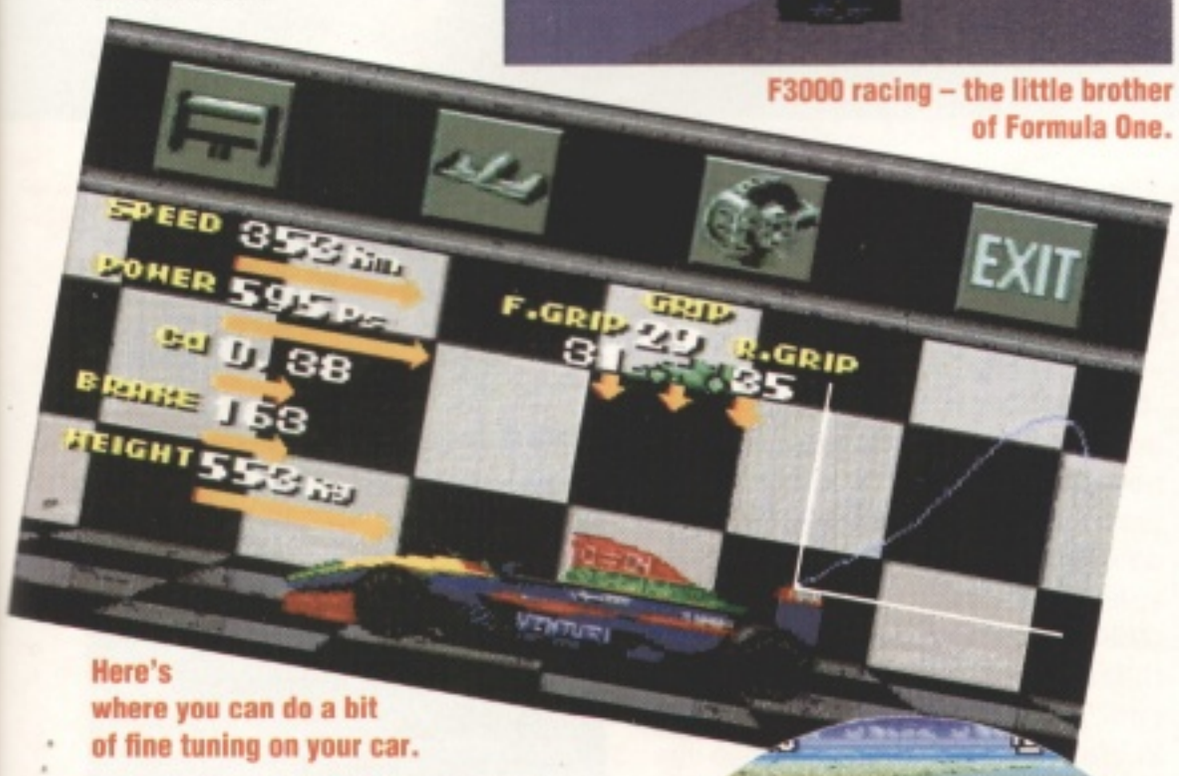
REMEMBER: Spend your winnings wisely, and don't forget that most of the circuits require an entry fee. The best winnings for the lowest entry fee can be got at the Dawn circuit.

Come first in all of the sports car Group C racing stages, and then have a go at the F3000 – win that and you're through to the F1 Grand Prix.

F3000

After you've completed Group C, through many hours gameplaying, it's off to the F3000 circuits. When you get there, basically just follow the same procedure as above, except use Blackstone to build up your cash reserves initially. Sunset Horizon is a particularly difficult circuit.

F3000 racing – the little brother of Formula One.



Here's where you can do a bit of fine tuning on your car.

F1 GRAND PRIX

And finally we get to the proper Formula One courses, which are where the game *really* begins to motor. Here are a few points for you to remember:

1) Choose the Benetton Ford car for the first season.

2) Concentrate on the engine, and forget the tyres until you've got an engine that's reasonably competitive.

3) If you race well enough during the first season, netting about 40 driver's points, then choose the McLaren car at the end of the season.

Be careful when you're overtaking, as the guy in front is likely to try to cut you up.

4) Again, go for the engine and forget the tyres to begin with.

(NB. Every time you select a new team, all your car's equipment will return to Rank 1. So select the best team and stick with it.)

5) After four seasons, make sure you stick with a Rank 8 engine. And you'll need the F Grip, Grip and R Grip to be between 20 and 35 for all tracks.

6) After you've won the world championship, a congratulation screen will appear. Defend your title!

7) After you've won the championship for a second time the congratulation screen will appear with the game credits.

8) And if you can manage to score more than 150 points for a season, you're doing pretty good.

EXHAUST HEAT II: THE EASY WAY

Of course, that's still doing it the hard way. *Exhaust Heat II*'s got lots of built-in cheats which'll make it a whole lot easier to play. What you've got to do is switch on the game, and, as soon as the 'NOTICE' screen appears, tap in on of the following sequences of button-presses on Controller 2. The only snag is that you've got to enter them incredibly, unbelievably fast – no laughing matter, especially on the first couple.

UP, X, RIGHT, Y, DOWN, B, LEFT, A, A – gives you a time attack configuration mode
UP, DOWN, LEFT, RIGHT, X, B, Y, A, A, A, A, A, A – gives you a rank select option
L, R, L, R, L, R, L, R, L, R, L, R, L, R, R – does a sound test, with those 'rave' tunes in full
Y, Y, Y, Y, X, X – a fab bonus game
X, X, X, X, Y, Y – another equally smashing bonus game

There are some more cheats available, too, which will no doubt reveal themselves over the course of the next couple of months.

Relax. We're here to make your life that little bit easier.

ACTION REPLAY CODES

BART'S NIGHTMARE
7E093803 Infinite lives on sub-games
7E013F08 Activate before starting game. Jump on a page and lose a life in the sub-game to complete the game.

BATMAN RETURNS
7E008C03 Infinite lives
7E008A50 Infinite energy
7E009003 Infinite test-tubes

IMPERIUM
7E0AA805 Infinite energy
7E0A2F03 Infinite bombs

KICK OFF
7E02CF00 CPU goals don't count
7E02AC00 Always play up the pitch
7E02AC01 Always play down the pitch

SIM CITY (US)
7E0B9D3F All products under $100 for free

SPIDERMAN AND THE X-MEN
7E119E68 Infinite energy
7E0B297F for all
7E10F880 eight characters

SUPER ALESTE (UK)
7E006F06 Invincible, all weapons full power

SUPER R-TYPE
7E16E102 Infinite lives

Thanks to Rick Dawson of Loughborough, 'Punk Rock 93' of Leeds, Sean Anderson of Ross-on-Wye and Chris Field of Birmingham. All these lucky chaps will be getting their very own *Super Play* pen.

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PLAY BACK

HYPER EXCITING READER'S VOICE

This month in Play Back: demanding the full story; know yourself through your games collection; cheap SNESes – not such a barg after all?; *Mario World* times; Mario vs Sonic; get rid of What Cart?; *Street Combat*? *Ranma 1/2* more like; and a great deal more besides.

'SEE THE DIFFERENCE'

Since collecting your magazine from issue 1 I've really enjoyed reading it except for a few very annoying things:

The reviews – why don't the *Super Play* reviewers put in a storyline to the games they review? I tend to find myself buying other SNES magazines so I have an idea of what the game is about. Instead, in *Super Play* all I find is a vague reference by the screenshots.

Screenshots – my god do you have screenshots. Take *Starfox*, for example. I counted 46 of them. Talk about being bombarded by screenshots. There is a saying, you know – too much of a good thing.

At least your reviews are realistic, not going over the top with marks. Take *Starfox*, for example, and compare it with other magazines – you immediately see the difference.

My last item of complaint is the poor presentation of the joysticks and pads in issue 7, on pages 62-63 compared to page 64, and how it was so nicely presented on that page. Also, it would have been nice to know how they got on when played against a range of games (which you should have listed!), eg *Desert Strike*, *SFII*, *Super Mario World*, *Super Mario Kart*.

'MARIO VS SONIC'

Following *Aliens vs Predator* and the other movie pairing *Robocop vs Terminator*, how about *Mario vs Sonic*? You could have Luigi beating up Tails as a sub-game, and a Mario (and Sonic) Kart level. Both characters could be armed with weapons from games on their own consoles.
Mark Pickles, Maidstone.

The only problem being, of course, that the odds would be weighted rather heavily against one side.

Thanks for reading this letter, and all the best for the future.
Yours sincerely,
Bryan Robinson, Leytonstone.

We'll imagine that, in true games magazine letters page style, you numbered your points from 1 to 4, and take it from there:
1) The whole point of a review is to allow you to arrive at a decision as to whether or not to buy a game. And, fascinating though storylines (occasionally) are, we feel there are more important things you ought to be told about – what the game involves, whether it's any good or not, that sort of thing. So, although we do try to give you a brief run-down of the plot, we'd rather not spend the whole time fobbing you off by reprinting vast chunks of the manual. It's for the best in the end. Trust us.
2) We use lots of screenshots so you can see what the game looks like. And to fill up the space left by not going on about the plot for ages. (Not really.)
3) Hurrah!
4) We spent a few moments flipping between pages 62, 63 and 64, and couldn't honestly see what you're on about. That stuff about testing the sticks with games is a good idea, though, and it's something we considered. But in the end it would have filled up loads of space, and we had so much other fascinating stuff to fit in.

'BORING'

Though I think your mag is good, I think you should get rid of all the pages on Japan. All the columns on shows and cartoons and stuff are boring, when you could use the space for things like more reviews and players' guides.
Anon, Chatham.

Or game plots.

'INTO THINGS LONG'

I have been into manga and Japanese cartoons, comics and toys since the early 1980s, when I used to buy all sorts of weird and wonderful imported Japanese books and toys from Forbidden Planet 2 in London's Soho. So it's a delight that all this sort of stuff has caught on in the UK, and that you at *Super Play*, while not only providing an excellent Super Nintendo magazine (the only one I buy!), concentrate as well on Japanese animation and comics.

I won't bore you with my life story, but I always seem to be ahead of my time, into things long before everyone else. One of the perils of being an Aquarian, I guess.

People say video games are violent and make people act violently, and all I can say to that is BOS. (*Eh? – Ed.*) My collection of games includes *Mario World*, *Mario Kart*, *Zelda*, *Pilotwings*, *Super Soccer*, *Super Tennis* and *Prince Of Persia*. You don't have to buy beat-'em-ups or shoot-'em-ups. It hasn't been a conscious decision not to

'I THOUGHT YOU MIGHT BE INTERESTED'

On reading your continuing section on *Super Mario Kart* times, I thought you might be interested in some *Super Mario World* times. For all 96 levels in one go with the top score (999...) it took me 3 hours 51 minutes and 11 seconds. For the minimum 11 levels it took me 18 minutes and 5 seconds. Both times were taken from pressing a button to start the first stage to when Bowser took his last hit.

I would also like to know if there is a name for the wizard guy who pops up and casts spells at you, as he doesn't appear at the end. Also, are there any plans to release *Monkey Island 2* on the Super Nintendo? It was a great game on the Amiga.
Yours,
Chris Gill, Ashtead.

The wizard is called Magikoopa, *Monkey Island* is a possibility (but probably won't appear till the CD ROM does), and, while we tried our best to be interested in your *Mario World* times, somehow they don't hold the same allure as *Mario Kart* ones. But if other readers feel differently, etc.

THE SUPER PLAY INTERESTING-O-METER

We can't get enough letters about some subjects, and we get far too many on others. Here's a handy guide to which ones we mean:

HOT
Super Mario Collection
American vs Japanese game artwork
Multi-player games

NOT
Game plotlines
The *Super Play* Interesting-o-meter (*Right – we'll drop this next issue – Ed.*)

buy violent games, but I found it interesting to look at my collection to discover a little bit about myself.
Best wishes,
Gavin Ross, Middlesborough.

We thought we'd try the same thing. Matt's collection includes *Super Strike Gunner*, *Dinosaurs*, *Super Bikuriman* and *Push-Over* (which he bought on the strength of its title). Jonathan's got *Mario World*, which came with his Super Nintendo. Jason's got every Super Nintendo game in the world. Jez has got *Home Alones 1* and *2*, *Paperboy 2*, *Vanna White's Wheel Of Fortune* and *James Bond Junior*. Sue lists *Street Fighter II*, *Final Fight* and *Rival Turf*. And Lisa hasn't got any games, but thinks *Syo The Seal* is really sweet.

'NOT USUALLY THAT FUSSY'

I'm not usually that fussy about little things in your magazine, but your What Cart? section is beginning to annoy me. It's a very good idea, but it seems a waste of space it being there every issue.

I own the game *Legend Of The Mystical Ninja* by Konami and I think it's brilliant. You obviously think so too as you gave it 9 out of 10, except you've only given it a short comment. If you think this game is good, then why don't you give it a decent review, or even a player's guide.

Thanks for giving *Prince Of Persia* a full review, as I own this as well. If you've done a player's guide on it, could you tell me which issue it's in? If you haven't, though, do you think you could do one?
Yours,
Stuart Stanley, Purley.

What Cart? is always highly rated on reader surveys, so most people obviously think it's dead useful having a bang-up-to-date complete guide to Super Nintendo games at their fingertips each month. We do too, so we'll keep doing it. We're not planning to review *Legend Of The Mystical Ninja*, as it's been out for ages on import and there are no plans to release it officially in the UK. The good news, though, is that there's a feature on the best import games in *Super Play Gold*, our special edition that's about to go on sale, and you'll find a *Mystical Ninja* review in there. Oh, and there's a Super Player's Guide in issue 1 that covers the first six levels of *Prince Of Persia*.

'I HEAR YOU YELL'

MISTAKE! First, take issue 8 of your esteemed publication and, if you will, turn to page 77. Hey presto, a *Contra III* cheat accompanied by a *Contra III* piccy. So what, I hear you yell. Now turn over the page (79) and, hey presto, a *Spindizzy Worlds* cheat accompanied by... oh, a *Contra III* piccy. Not just any piccy, I might add, but the same one as before only blown up a bit. Get it right. But as that's just about all that's wrong with your magazine I might as well forgive you. I've always bought Future mags only, but yours is the best yet and that's pretty good.

You lot heard anything about *Robocop vs Terminator* that I've heard rumours of? If so, will it be better than the DISGRACEFUL *Aliens vs Predator* (not that it'd be hard or anything), 'cos if not what'll you do about it?

It might be just me but I reckon you seriously undermarked *Soul Blazer*. I know nobody really wants to know this, but I polished off *Zelda* (best ever console game) in four days and felt a tad short-changed. But not to be deterred from this most excellent genre, I bought the unanimous second best, *Soul Blazer*. Sure it's easy – you'd have to be crap on the highest level to be still playing outside of a month. But it's so involving it's untrue, it's graphics are easily (in my opinion) the best of its kind and it reeks of quality. (The instruction manual's a bit crap, though.) It's worth at least, ooh... 91% (be generous).

And to finish off, had you seen the ending when you wrote the review? If there was an international standard for endings, this would be it. I can understand you downgrading the music within the game, but the end music more than makes up for it. Eminently hummable, if you ask me.

Endings – don't you love 'em? (*Absolutely. In fact... snip! – Ed.*)
Thanks for listening,
Chris Green, Royston.

The mistake? The art person responsible was taken outside and slapped about the face with a wet rubber glove. *Robocop vs Terminator?* We previewed it in issue 8, and, as the only thing it's got in common with *Aliens vs Predator* is the 'vs', there's no reason to suspect it'll be anything other than tremendous. And *Soul Blazer?* We liked it very much indeed, but thought there was a bit too much aimless wandering around to make it an absolute, out-and-out classic.

'LOOK AT THE BACKGROUNDS'

I am writing about a game I saw called *Street Combat*, which is another *Street Fighter II*-like game. The reason I'm complaining is because it's almost exactly the same as *Ranma 1/2*. Look at the backgrounds, the weapons and the special moves — they're virtually the same! The only difference I can see from the screenshots I have seen are the characters, and some of them are similar too! Have you realised? None of the other magazines seem to have.

Also, I disagree with the letter from Michael Herron in issue 7 about the characters in *Street Fighter II* being cute. What is he on about? I don't know about you but I don't think they're cute.

By the way, wouldn't it be brilliant if the BBC or ITV did anime on television like in Japan and Hong Kong. Someone did *Laputa*, and that shows it is possible. They could do an anime series like *City Hunter* or *Dragon Ball*, and they would surely be accepted brilliantly by viewers – especially anime fans.
Yours faithfully,
Kwok Sing To.

You're right – *Street Combat* is just *Ranma 1/2* with the sprites de-anime-ised for the US market.

'HAVE MORE FLUID'

I am writing because of the way in which the SNES version of *Street Fighter II* has been over-rated by many magazines and other people. I admit, it is a brilliant game. I don't question that, and it is not my complaint. My complaint is against people saying that it is a replica of the arcade version, claiming it's 'arcade perfect'.

None of the aspects of the game come anywhere near to the quality of the arcade game. To the untrained eye, ie the 'official kid' (you know, the one that bought a UK SNES) (*You're suggesting that about 85% of our readers have 'untrained eyes', then. I'm not sure they're going to be too sympathetic to the rest of your argument – Ed.*), the game is arcade perfect, but, then again, they're official kids. On a Super Famicom the game isn't as good as the arcade, but on a UK SNES, well, it's a joke. When I first saw the game on a Super Famicom (glorious SCART-o-vision), I was quite disappointed. Many people will be surprised at this.

The graphics on the arcade version have a 'shine' to them. The SNES version's colours look bland in comparison. For example, look at the shading on the plane in Guile's background. The animation is less detailed on the SNES making some of the moves look jerky. The sprites on the arcade have more fluid animation and are bigger. I must say that the SNES is not capable of producing graphics as good as the arcade machine's, but that still doesn't excuse the graphics for being worse. (*Eh? – Ed.*) Magazines have

'GIVING SEGA A BLOODY NOSE'

On reading issue 7 of *Super Play* I was surprised to read your editorial congratulating Toys R Us for selling the UK SNES for an 'incredible bargain' price of £79.94.

When I purchased my UK SNES in May 1992 I paid £149.99. This included *Super Mario World*, two joypads and a SCART connector.

The cost of the game, SCART lead and extra joypad is about £64. Therefore the so-called bargain was a saving of about £6. The stereo lead and extra joypad I class as being essential to obtaining the most enjoyment from a SNES. (Just ask anyone who hasn't been able to play *Super Mario Kart* with a friend, or who hasn't heard the music and effects of *Super Probotector* played through their hi-fi.)

Perhaps, on a lighter note, if Nintendo UK are serious about giving Sega a 'bloody nose' in the fight for UK sales, perhaps they should consider selling the SNES for about £100 with two pads, all leads and a top game like *Street Fighter II*, *Super Star Wars* or even the amazing *Starfox*.
Yours sincerely,
Andy Binnie, Romford.

You really know how to pour water on our bonfire, don't you? What you're missing is that the £79.94 price-point gives the Super Nintendo a real psychological advantage over the Mega Drive. 'Crikey!' lots of people are going to think. 'The world's best games machine for under £80 quid?' And, while some of them may think, 'But hang on, I'll still need to buy an extra joypad etc, so p'raps that Mega Drive might be a better bet after all,' lots will buy a SNES on the spot. And that's got to be a good thing for them *and* us. Besides, a Super NES plus *Starwing* for £130 makes a Mega Drive with *Sonic* for the same price look pretty sick.

KINDLY LEAVE THE STAGE

Oh no! It's still here – just. Stop sending us jokes and we'll stop printing them. Okay?

Q What's green and lets you do things?
A Permit the Frog.
Dave Green, Coventry.
1/10

The foolhardy may send their jokes to us at the address below. (We'd rather you didn't). Any that we score above 5/10 win a *Super Play* T-shirt. The address is:
Kindly Leave The Stage, *Super Play*, 30 Monmouth Street, Bath BA1 2BW.

said that the graphics are 'pixel perfect', which, to be frank, is a blatant lie.

The music in the arcade is brilliantly detailed orchestral music. The SNES's pathetic offering is boring, repetitive and unrealistic (have you heard the cymbals)? The speech is not as clear and a good deal of it has been lost. Where's the 'You lose' and the 'Perfect', as well as the names of all the countries. Again, the SNES is not as capable, but that's no excuse. (*Eh? again – Ed.*) It's still not as good as the arcade.

Both in graphics and sound the SNES is not as capable of producing the quality of the arcade. But in gameplay it *is* possible for the SNES to be just as good. Sadly, this is not so in this case. The programming is more shoddy than the arcade, and weird things happen during fights. The computer players will cheat if they want, missing out animation frames to perform moves quicker. There are also less moves. Honda's knee press? Nope! Guile's three flying punches with different animation and collision for each punch? Nope! You may not think things like this are important, but it means that a lot of the depth of play is lost, something which makes the game so good.

If you still think that the Super NES version of *Street Fighter II* is arcade perfect, go down to your local arcade and have an unbiased look at the machine. You'll be surprised at how crap your version is when you get home and play it on the SNES.

Over all this, some people have the cheek to say that when you put the cheat on to play the same characters, this makes it, and I quote, 'nearly the *Champion Edition*'. Oh deary, deary me, how very stupid indeed...
Yours sincerely,
GP Hill, London.

You've got a point – there are minor bits and pieces missing from the Super Nintendo version of *Street Fighter II* when compared with the original coin-op. But you seem to lurch from one extreme to the other, describing the SNES game as 'brilliant' in your first paragraph, and 'crap' and 'a joke' later on. Argumentative fervour aside, you can't deny that 98% of the original arcade machine is present in the Super Nintendo version, and, although we've never, to our knowledge, actually used the words 'arcade perfect' when describing the SNES game, it's a phrase which could be applied more accurately to *Street Fighter II* than to any other game. Let's hope, though, that the *Turbo* addition gets even closer still.

'UNDERRATED'

Just a word about the most underrated aspect of console games – the music. It's great to see a mag that takes it so seriously. A big thumbs up to Jason Brookes for ensuring that his opinions on a decent soundtrack will feature heavily in his reviews.

Anyone who owns a SNES should really take advantage of the machine's incredible sound capabilities by connecting it to a hi-fi. You miss a lot of the impact when just relying on a TV.

What I would like to know is where I can lay my hands on some of the imported game music CDs, in particular classic Konami soundtracks like *Castlevania IV*, *Contra III*, *Axelay*, *Gradius III*, etc?
Yours harmoniously,
Steve Malpass, Cardiff.

Jason says: You'll love my great feature on p54, then!
We say: Turn that down.

'WHY DID YOU DO THIS?'

In issue 8 of *Super Play* you had *Dragon Ball Z* in What Cart? marked as 'impossible to judge', but you had reviewed it in the same issue. Why did you do this?
Yours,
David Reep, London.

Confusing, isn't it? The *Dragon Ball Z* game in What Cart? is a relatively old RPG type thing that is, indeed, 'impossible to judge'. The *Dragon Ball Z* game we reviewed in the last issue, on the other hand, is a brand new beat-'em-up that's really quite easy to judge. In other words, there are two games called *Dragon Ball*.

'FALLING IN LOVE'

How are you? I hope well.

My name is Mike and I'm writing to you from Cyprus. Yep, *Super Play* makes it over here too! First of all, thanks for a brilliand (*sic*) mag (really!).

You'll probably want to know how the SNES made it over here since nobody is selling it. (Yes, that's true. The problem is that the guy who took the rights of selling Nintendo machines here bought a load of NESes and is waiting to sell them before he brings in any SNESes. I was told 13 months ago that they will bring the SNES in one month's time... another month... another...) Well, the reason is two words, starting with *Street Fighter* and ending in *II*. Yep, after falling in love with that game and watching all mags rave about how good it is on the SNES, I couldn't resist, so I sent a cheque to Zonetec Ltd UK and eight days later I was the proud owner of the first SNES ever to grace Cyprus! On seeing how good *Street Fighter* was, along with *Contra III* (BRILLIAND) five friends of mine dared and got themselves one each. We have all gathered about 20 games so far, with the latest being *Starfox* (nice, but I still prefer *Mario Kart* which I bought after your continuous 'insanity' with it). Well, thanks, it's really brill, but *SFII* is better as far as two-player games are concerned.

Talking about *Street Fighter II*, I am a bit of a decent player, you know (haven't been beaten in Cyprus yet) and I think I can easily kick some asses over there with those who claim to be 'champions'. (Do I fancy me or don't I? (!!)) (*? – Ed.*) So that should satisfy a bit of your curiosity regarding the Super Nintendo abroad.

I've noticed that many readers started sending you jokes and seeing that they were stupid I said to myself: 'Why shouldn't I send some?' (*Snip! – Ed.*)
Bye bye,
Michael Platonos, Cyprus.

The remainder of Michael's letter has been censored on the grounds that it consisted of things like 'Q. What's black and stings you frequently? A. A ninja mosquito.'

'HIGHLIGHTS'

Could you possibly shed some more light on the mysterious figures that are often called Rich Pelley and Wil Overton? Maybe a photograph, a profile, a description of the person and their job or something similar. I feel they have been excluded, ignored, rejected, taken for granted and left out of the limelight absorbed by the other, now famous, members of the *Super Play* team.
Raymond Chan, East Barnet.
Er... Rich doesn't like oxtail soup, and Wil used to own a gerbil called Simon. Is that enough for you?

I used to completely ignore your anime pages, but since reading your review pages in issue 7 you've persuaded me to buy one (as soon as I have the money).
Simon Zorn, Leigh.
That's great. We hope you have lots of fun with your new... your new, er... whatever it is you're planning to buy.

I am thinking of buying a computer game for my Super Nintendo. I was wondering if you could give me a top five UK Super NES games available to buy.
Graeme Davies, Slough.
Look, read the reviews, okay?

Hello, I'm a Portuguese boy and my name is Manuel and I love your superb magazine.
Manuel Armando Cruz Costa, Portugal.
Cheers, Manuel!

In your review of *Pugsley's Scavenger Hunt*, you said in a cocksure way that the *Addams Family* cartoon wasn't shown over here. Well, it was. It was shown on Sky One's *Fun Factory*. Also, you said it was quite funny. It wasn't. It was crap.
Paul Michael, Swansea.
On Sky One's what?

DO WRITE!

We'd love to hear anything you've got to say about anything – so much so that we'll send you a ruthlessly stylish *Super Play* pen if we print your letter. The address is:
PLAY BACK, SUPER PLAY, 30 MONMOUTH STREET, BATH BA1 2BW.

It's the bit you've been waiting for...

ENVELOPE ART!

Here it is again – the page that proves just what a talented bunch you lot are! Here are some of our faves from the many decorated envelopes that pour into the *Super Play* offices every day. The best one we use wins a *Super Play* T-shirt! Our address: Envelope Art, *Super Play*, 30 Monmouth St, Bath BA1 2BW.

Ranma meets Ranma from Christian Avendano of London.

We don't know what this one is all about, but we love it all the same. It's from Middlesborough's Gavin Ross.

This fabulous Gundam robot picture wraps around onto the other side of the envelope too. Well done, Michael Jones of Umberleigh, Devon.

This splendid super-hero shot came on an envelope by Ruislip's Mr R Low. (But who *are* these guys?)

This anime-inspired effort came from Glenn Jackson of Horchurch, Essex.

Peter Chiu of Maidstone is a big *Dragon Ball Z* fan, as this letter shows.

A colourful, 'slightly' cross-eyed Buster Bunny from Matthew Petter Meacham of Stoke-On-Trent.

Colourful Spidey comes from B Rice of Liverpool. (Hey, we're all on first name terms here, B!)

A pouting Catwoman meets Batman in this one from Vincent McGrath of Runcorn, Cheshire.

T-SHIRT WINNER!

This month's winner comes from Kristian Toone from (pure coincidence, we promise) Bath, who sent us this stunning cartoon of Dhalsim.

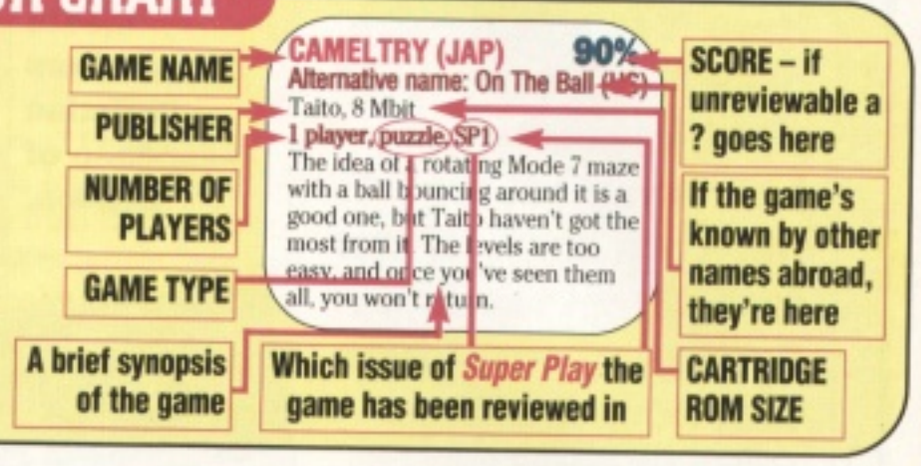
WHAT CART?

SUPER PLAY'S GAME LIBRARY

For all those sceptics out there who think there aren't many games released for the Super Nintendo, this is where we prove you wrong. There're 257 – yes, 257! – of the things in What Cart? – your essential guide to every SNES release in the world. However, if you can think of a game we've missed completely, then write us a What Cart?-style review and send it in – you might even get a stylish *Super Play* T-shirt for your trouble. The address to write to is, of course: *Super Play*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.

KEY TO YOUR CHART

You wouldn't believe how easy *What Cart?* is to understand. Perhaps this diagram might go some way towards convincing you, though:


GAME NAME
PUBLISHER
NUMBER OF PLAYERS
GAME TYPE
A brief synopsis of the game
CAMELTRY (JAP) 90%
Alternative name: On The Ball (US)
Taito, 8 Mbit
1 player, puzzle, SP1
The idea of a rotating Mode 7 maze with a ball bouncing around it is a good one, but Taito haven't got the most from it. The levels are too easy, and once you've seen them all, you won't return.
Which issue of Super Play the game has been reviewed in
SCORE – if unreviewable a ? goes here
If the game's known by other names abroad, they're here
CARTRIDGE ROM SIZE

ACROBAT MISSION (JAP) 38%
Teichiku, 8 Mbit
1 player, shoot-'em-up, SP2
A despicably feeble vertical scrolling blaster. To be avoided.

ACTRAISER (JAP/US/UK) 90%
Enix/Quintet, 6/8 Mbit + BB
1 player, action/RPG, SP2

A brilliant combination of strategy and platform action. Graphically great, and the music's fab. Buy UK or US version.

THE ADDAMS FAMILY (JAP/US/UK) 82%
Ocean, 8 Mbit
1 player, platform, SP1
A polished and enjoyable romp, with adventure, puzzle and shoot-'em-up bits. A challenge that's frustrating in places, but passwords allow quick completion.

THE ADDAMS FAMILY IN: PUGSLEY'S SCAVENGER HUNT (US/UK) 90%
Ocean, 8 Mbit
1 player, platform, SP7
The second *Addams Family* game, and it's even better than the first. It's well designed, huge, challenging, gorgeous-looking and great fun to play. Highly recommended.

AEROBIZ (US) 69%
Alternative name: Air Manager (JAP)
Koei, 8 Mbit
1 to 4 players, strategy, SP7
Thisairport management sim has its moments, but is too serious for its own good. Well presented, but not enough here to hold your interest for long.

ALIENS VS PREDATOR (JAP) 28%
IGS, 8 Mbit
1 or 2 players, beat-'em-up, SP6
An unoriginal beat-'em-up, with a neat central concept, but dire gameplay and no explanation of the plot. Avoid.

ANOTHER WORLD (UK) 81%
Alternative names: Outer World (JAP), Out Of This World (US)
Interplay, 8 Mbit
1 player, platform, SP1
The graphics are superb, the action is varied, and there are lots of great cinema-style close-ups – a true original. Too short, however.

ARCANA (US) 65%
Alternative name: Card Master (JAP)
HAL, 8 Mbit + BB
1 player, RPG
An RPG based around a 3D perspective (like *Dungeon Master*) sounds good, but proves plodding – the combat scenes are long and drawn out. Graphically it's not bad, and the music is well done, but it's only really for die-hard RPG fans.

ASSAULT SUITS VALKEN (JAP) 91%
Alternative name: Cybernator (US)
NCS Masiya, 8 Mbit
1 player, shoot-'em-up, SP5
The (imaginary) principle of assault suits is a fab basis for a game, but, oddly, this is the first to properly use it. This is a brilliant (very Japanese) shoot-'em-up, dripping with high technology and boasting some great explosions.

ASTRAL BOUT (JAP) 40%
A-Wave, 8 Mbit
1 or 2 players, sport
A wrestling/fighting game, and not a good one. Graphically not a complete disaster, but the sprite collision and playability are ropy. When you think you could buy *SFII*, what's the point?

AUGUSTA MASTERS 3D GOLF (JAP) 79%
T&E Soft, 8 Mbit + BB
1 to 4 players, sport
The first 3D golf game on the Super Famicom, and still good despite Jap text. Graphically it's a mixture of bit-maps and polygons, and it works well. The screen update could be faster, though.

AXELAY (JAP/US/UK) 85%
Konami, 8 Mbit
1 player, shoot-'em-up, SP2
Okay, so *Axelay*'s a little thin gameplay-wise. But – ooh! – those graphics! They're possibly the most impressive ones ever! There are also some brill baddies, and it alternates between neat horizontal and vertical scrolling.

BART'S NIGHTMARE (JAP/US/UK) 86%
Acclaim, 8 Mbit
1 player, action, SP1
The formula may not sound promising – lots of little sub-games rather than one big one – but this is absolutely superb, and very weird. Wonderful graphics and lots of humour, and it's challenging.

BATMAN RETURNS (JAP) 87%
Konami, 8 Mbit
1 player, beat-'em-up, SP7
A straightforward, but beautifully-put-together, scrolling beat-'em-up, which captures the mood of the film perfectly.

BATTLEBLAZE (JAP/US) 42%
Sammy Corp, 8 Mbit
1 or 2 players, beat-'em-up
An awkward game that's nowhere near as good as its contemporaries (*SFII* and *Ranma 1/2*). The graphics are okay, the sound's okay, but the gameplay's dire. There's quite a reasonable range of moves, but you could do so much better.

BATTLE CLASH (US/UK) 48%
Nintendo, 8 Mbit
1 player, shoot-'em-up, SP3
This is the first stand-alone game released for the Super Scope. A shame that it's short lived and awful. Cheaper than your average import, though.

BATTLE GRAND PRIX (JAP) 56%
Naxat, 8 Mbit
1 or 2 players, driving
Remember *Super Sprint*, the coin-op? Well, imagine a version of it (ie an overhead view driving game) where you can only see a tiny area of the track around your car, and have to rely on signals to warn you of corners. We came to the conclusion that it's 'challenging'.

BEST OF THE BEST (US) 50%
Alternative name: Super Kick Boxing (JAP)
Electro Brain, 8 Mbit
1 or 2 players, beat-'em-up, SP5
Let's be honest: this is a kick boxing game, not a karate one. Treated as such it gets the job done pretty well. But, as with any game that comes within a mile of the word 'boxing', it gets boring fast.

BIG RUN (JAP) 34%
Jaleco, 8 Mbit
1 player, driving
After a promising start, the abysmal graphics and virtually non-existent gameplay make for what is surely the worst driving game on the system. (Nothing like the original coin-op.)

BILL LAIMBEER'S COMBAT BASKETBALL (US) 26%
Hudson Soft, 4 Mbit
1 or 2 players, sport
Originally an Amiga game called *Future Basketball*, this plodding *Speedball* clone is a surprisingly poor release from Hudson Soft.

BIO METAL (JAP) 71%
Athena, 8 Mbit
1 player, shoot-'em-up, SP8

On 'Hard' setting this is a good, solid shoot-'em-up, only marred by slight slow-down and a lack of originality.

BIRDIE TRY (JAP) 28%
Toho, 8 Mbit
1 player, sport
A terrible golf game with a truly appalling Mode 7 course. Avoid.

BLAZEON (JAP/US) 42%
Atlus, 8 Mbit
1 player, shoot-'em-up
A tacky horizontal scroller with anime-style robots in. It's kinda different, but everything's so crude and jerky. Not one to go for – there are so many better shoot-'em-ups out there.

THE BLUES BROTHERS (JAP/US) 68%
Titus, 4 Mbit
1 or 2 players, platform, SP7
This platformer has little to do with the film (except that it's got Jake and Elwood in) or – indeed – the Amiga original. It's not bad (quite appealing, in fact), but doesn't match up to *Mario* et al.

BOB (US/UK) 54%
Electronic Arts, 8 Mbit
1 player, platform, SP8

Oh dear. Platform games aren't really EA's forte, and on this nondescript, awkward-to-control, and very average looking release, it shows.

BOMBUZAL (JAP) 48%
Alternative name: Ka-Blooey (US)
Kemco, 4 Mbit
1 player, puzzle
Clear bombs from mazes of tiles by setting off chain reactions, without getting blown up. The levels are well designed and hard to negotiate, but the graphics are dreary, and it's boring.

BRASS BOSS (JAP) 56%
Lazersoft, 8 Mbit
1 or 2 players, beat-'em-up, SP4
Another *SFII* wannabe that doesn't make the grade. The graphics are okay, and it plays okay, but *SFII* is so much better.

BULLS VS BLAZERS (JAP/US) 83%
Electronic Arts, 8 Mbit
1 or 2 players, sport, SP5
A good, solid basketball game with the emphasis on accuracy and detail at the expense of slick graphics. Challenging.

CACOMA KNIGHT (JAP) 36%
Datam, 4 Mbit
1 or 2 players, puzzle, SP4
A tedious variant of *Painter*, the ancient coin-op. It does its best to brighten things up with some special backdrops, but even they're not very good.

CALIFORNIA GAMES II (JAP/US) 22%
DTMC, 8 Mbit
1 or 2 players, sport, SP7
A crap multi-event sports 'sim', with ridiculous games, poor graphics, and little to actually do. Doesn't improve the reputation of US programmers.

CAL RIPKIN JR BASEBALL (US) 70%
Mindscape, 8 Mbit
1 or 2 players, sport, SP7
A perfectly serviceable baseball game, with no obvious flaws, but *Pro League '93* is better.

CAMELTRY (JAP) 52%
Alternative name: On The Ball (US)
Taito, 8 Mbit
1 player, puzzle, SP1
The idea of a rotating Mode 7 maze with a ball bouncing around it is a good one, but Taito haven't got the most from it. The levels are too easy, and once you've seen them all, you won't return.

CAPTAIN TSUBASU 3 (JAP) ?%
Tecmo, 8 Mbit + BB
1 or 2 players, sport
Yikes! A football management game, based on a Jap comic hero! Some dynamic match highlights, but unless you can read Japanese, and have tons of patience, stay away. Impossible to judge.

CAVEMAN NINJA 2 (JAP) 58%
Data East, 8 Mbit
1 player, platform, SP5
The sequel to *Joe & Mac* (sort of), reasonably playable, and offers a fair amount of long-term challenge. There are hundreds of better games around.

CB WARS (JAP) ?%
Banpresto, 8 Mbit
1 or 2 players, action/RPG
A strange anime scroll-along-and-whack-nasties-with-whatever-you-can-find type of game. RPG elements and lots of Japanese text render this a poor choice for most people. Impossible to judge.

CHESSMASTER (US/UK) 55%
Mindscape, 4 Mbit
1 or 2 players, board, SP7
It *does* play chess. (It can beat us.) The rest of it's rubbish though, with terrible sound and a sad options menu being particular 'high' points.

CHESTER CHEETAH (JAP/US) 58%
Kaneko, 8 Mbit
1 player, platform, SP6
Bright, colourful platform game, based on Cheetos (American cheese snack) advertising critter – good for younger players, but it lacks challenge.

CHUCK ROCK (US) 61%
Sony Imagesoft, 8 Mbit
1 player, platform, SP4
A well put together Stone Age platform game, with lots of imagination and fun touches, but ultimately it's all a bit bland and dull.

CLUE (US) 46%
Parker Brothers, 4 Mbit
1 to 6 players, board, SP7
A board game conversion that does its job (playing *Cluedo*) okay, but offers nothing extra. Expensive for what it is.

COMBATRIBES (JAP/US) 90%
Technos, 12 Mbit
1 or 2 players, beat-'em-up
An extremely dull beat-'em-up that

makes absolutely no attempt to save itself with any pick-upable weapons or interesting levels.

COOL WORLD (US/UK) 52%
Ocean, 8 Mbit
1 player, action, SP8

Gorgeous graphics, and fairly true to the film, but there's hardly any gameplay hidden beneath the flash – a shame, after the excellent *Pugsley*.

COSMO GANG (JAP) 70%
Namco, 8 Mbit
1 or 2 players, shoot-'em-up, SP3
A *Galaga*-style shoot-'em-up that doesn't match up to the ancient coin-op in the gameplay stakes. A fun two-player mode, and some lovely graphics and sound, but spoilt by infinite continues.

COSMO GANG: THE PUZZLE (JAP) 58%
Namcot, 4 Mbit
1 or 2 players, puzzle, SP7
The *Galaga*-lookalikes return in a colourful, *Tetris*-inspired puzzle game. There's some decent strategy here, but it won't hold your interest for long.

DARIUS TWIN (JAP/US) 74%
Taito, 8 Mbit
1 or 2 players, shoot-'em-up
Lacking in levels for a *Darius* game – but this isn't all bad. Good graphics, okay sound and not too much slow-down make it a reasonable buy, though it's not challenging in the first few levels.

DAVID CRANE'S AMAZING TENNIS (JAP/US) 80%
Absolute Entertainment, 8 Mbit
1 or 2 players, sport, SP3
This *looks* like the best tennis game yet. The 3D perspective works well – until you take control of a player at the other end. A restricted viewpoint makes it hard to serve and return – a split screen would have been better. *Super Tennis* still rules.

DEAD DANCE (JAP) 78%
Alternative name: Tuff E Nuff (US)
Jaleco, 16 Mbit
1 or 2 players, beat-'em-up, SP8
Another pretender to *Street Fighter II*'s best beat-'em-up title, and – with oodles of moves and well balanced gameplay – probably the closest yet.

DESERT STRIKE (JAP/US/UK) 90%
Electronic Arts, 8 Mbit
1 player, shoot-'em-up, SP4
An addictive chopper-based shoot-'em-up with helicopteriness pouring out of it. Just like flying round a desert blowing things up with missiles (only not so hot and sandy).

DEVIL'S COURSE (JAP) 80%
T&E Soft, 8 Mbit
1 to 4 players, sport, SP8
This one looks like ordinary golf, until you realise how wild the (completely made up) courses are. Fun, but not entirely serious.

D FORCE (JAP/US) 22%
Asmik, 8 Mbit
1 player, shoot-'em-up
A crap blaster with maybe the worst graphics, sound and playability on the SNES. Mode 7 makes the useless visuals look blocky: Awful sound, too.

DINOSAURS (JAP) 83%
Alternative name: Dino City (US)
Irem, 8 Mbit
1 player, platform, SP1
One of our fave platform games, this has fab graphics, cute characters and plenty of amusing bits. But it's too easy to finish. We love it anyway, though.

DIRTY CHALLENGER (JAP) 34%
Yutaka, 8 Mbit
1 or 2 players, sport
Yet another dire wrestling game. This time it includes some very dubious 'grapples' – you could be mistaken for thinking it was all a bit, well, dirty.

DORAEMON: WORLD OF FAIRIES (JAP) ?%
Epoch, 8 Mbit + BB
1 player, platform/RPG
An odd mix of RPG and platform game styles, based on a popular Jap anime character (an atomic cat, if you must know). Impossible to judge.

DRAGON BALL Z (JAP) ?%
Bandai, 8 Mbit + BB
1 player, RPG
The original Jap *Dragon Ball* anime series appeared on the 8-bit Famicom, but this new version is the first available for the Super Famicom. An RPG with combat scenes and loads of Japanese text. Very 8-bit in look too. Impossible to judge.

DRAGON BALL Z (JAP) 73%
Bandai, 16 Mbit
1 or 2 players, beat-'em-up, SP8

A very original beat-'em-up, with lots of special moves, great anime-based graphics, and *weird* presentation. Because of its specialist appeal, unlikely to get a UK release.

DRAGON'S LAIR (US/UK) 82%
Elite, 4 Mbit
1 player, platform, SP1
Looks gorgeous, plays well and is far better than the straight conversion of the coin-op on other machines. But the frustrating difficulty level hides a game that's not as long as it could be.

DRAGON QUEST V (JAP) ?%
Enix, 12 Mbit + BB
1 player, RPG
The biggest selling game in Japan to date is a sprawling RPG with plenty of Jap text, to be translated for a US release this year in the *Dragon Warrior* series. Primitive graphics, and very Japanese. Impossible to judge.

DRAKKHEN (JAP/US/UK) 64%
Kemco, 8 Mbit + BB
1 player, RPG, SP4
Based on a French 16-bit computer RPG adventure, this has okay graphics but an awful combat system. Most people will find this a real bore, but if you *are* tempted, get the US or UK version.

EARTHLIGHT (JAP) ?%
Hudson Soft, 8 Mbit + BB
1 player, strategy
Based on a popular PC Engine game called *Nectaris*, this is an interplanetary space strategy affair, but there's enough Japanese in here to make it tricky to work out. Avoid. Impossible to judge.

ELFARIA (JAP) ?%
Hudson Soft, 12 Mbit + BB
1 player, RPG
Great character graphics make this game more appealing than most, but the heavy use of Japanese text may cause major problems. Impossible to judge.

EVIL SWORD (JAP) 55%
Datam Polystar, 8 Mbit
1 player, platform, SP7
A colourful, bizarre, very Japanese and not very good slice-'em-up, featuring a girl running around swiping things with her sword.

EXHAUST HEAT 2 (JAP) 83%
Seta, 8 Mbit + BB
1 player, driving, SP8
With more tracks than the original game, lovely parallax scrolling, and plenty of speed, this is great fun – like a more realistic *F-Zero*. No two-player mode though, and some juddering.

EXTRA INNINGS (US) 64%
Alternative name: Ganba League Baseball (JAP)
Sony Imagesoft, 8 Mbit + BB
1 or 2 players, sport, SP2
Baseball's tricky to translate well to a games machine, but this probably makes the best job of it, with cute characters and slick action. The sequel, *Pro Baseball League '93*, is even better.

F-1 EXHAUST HEAT (JAP/UK) 69%
Alternative name: F1 ROC (US)
Ocean/Seta, 8 Mbit + BB
1 player, driving, SP2
Your car's a bit small, and you don't get much warning of corners. But at least you get a 3D view of the track. Not our fave game, but some people love it.

F1 GRAND PRIX PART II (JAP) 52%
Video System, 12 Mbit
1 player, driving, SP8

A difficult overhead view driving game – only really any fun if you persevere.

FACEBALL 2000 (US) 54%
Bullet-Proof Software, 4 Mbit
1 or 2 players, shoot-'em-up, SP3
On the Game Boy this 3D maze shoot-'em-up is good fun, but the SNES conversion suffers badly. Slow, jerky 3D, and confusing with two players. Poor.

FATAL FURY (JAP/US) 76%
Takara, 12 Mbit
1 or 2 players, beat-'em-up, SP4
One of a growing number of *SFII* look-a-likes. Looks okay, plays fine (though the controls are very awkward), and worth considering.

FINAL FANTASY II (US) 86%
Alternative name: Final Fantasy IV (JAP)
Square Soft, 8 Mbit + BB
1 player, RPG
An odd one this, as in Japan it's the fourth in a popular series. This is the first version for the SNES, and while it's graphically basic, the lovely music and the involved quest lift it way above lesser RPGs.

FINAL FANTASY V (JAP) ?%
Square Soft, 16 Mbit + BB
1 player, RPG
A huge-selling RPG to be translated and retitled *Final Fantasy III* in the US. Buy that one, unless you're fluent in Japanese. Impossible to judge.

FINAL FANTASY: MYSTIC QUEST (US) 79%
Square Soft, 4 Mbit + BB
1 player, RPG, SP3
A spin-off younger player's version of the popular *Final Fantasy* RPG series that's an involving quest for role-playing beginners. Cheaper than most releases.

FINAL FIGHT (JAP/US/UK) 86%
Capcom, 8 Mbit
1 player, beat-'em-up, SP1
The best walking-along-beating-people-up game on the SNES. Brilliant graphics, varied opposition and great moves. But it lacks a two-player mode, and gets dull.

FINAL FIGHT GUY (JAP) 83%
Capcom, 8 Mbit
1 player, beat-'em-up
A pointless new version of *Final Fight*, where the best character, Cody, is replaced by Guy. A poor game-music CD is included. It's easier than the original.

FIRE DODGEBALL (JAP) 45%
Sunsoft, 8 Mbit
1 or 2 players, sport
A cute, anime version of a very weird game (see *SD Dodgeball* for details). The graphics are good, but the game itself is a bit too simple to be particularly rewarding.

FLYING HERO: BUGLE'S BIG ADVENTURE (JAP) 68%
Sofel, 8 Mbit
1 player, shoot-'em-up, SP6
An average – if fairly likeable – Jap shoot-'em-up. It has its moments, but needs that extra special something to stand a chance of beating *Parodius* etc.

F-ZERO (JAP/US/UK) 86%
Nintendo, 4 Mbit + BB
1 player, driving, SP1
A fab Mode 7 racing game. Dead fast and smooth. Watch out for the vicious hover cars. Bland scenery and a weird futuristic setting, but it's an impressive display of the SNES' abilities.

GEORGE FOREMAN'S KO BOXING (US/UK) 18%
Acclaim, 8 Mbit
1 or 2 players, sport, SP2
Boxing games are invariably awful – but this awful?

GODS (US/UK) 74%
Mindscape, 8 Mbit
1 player, platform, SP6
Famous Amiga platform shoot-'em-up comes to the SNES, graphics and puzzles intact, and with extra measures of playability. This'll last you ages.

GOLDEN FIGHTER (JAP) 42%
Culture Brain, 12 Mbit
1 or 2 players, beat-'em-up, SP1
A very ropy *Street Fighter II* 'tribute'. The graphics are rubbish, the gameplay's rubbish, the sound's rubbish... Avoid.

GPX CYBER FORMULA (JAP) 70%
Alternative name: Cyberspin (US)
Takara, 8 Mbit
1 player, driving, SP1
Another top-view scroller, and another case of yikes-was-that-a-corner? But anime based this time, with some incredibly smooth scrolling. Otherwise an average, but enjoyable, game.

GRADIUS III (JAP/US) 82%
Konami, 4 Mbit
1 player, shoot-'em-up
Similar to the coin-op and – amazingly – all packed onto a 4 meg cart. It's an early title, so slow-down is a problem – it scuppers the otherwise beautiful graphics and fab sound. Still, it's more impressive and playable than *R-Type*.

GUNDAM F-91 (JAP) ?%
Bandai, 8 Mbit + BB
1 player, shoot-'em-up
A massive selling (in Japan at least) arcade/ strategy game-thing, with Japanese text. Still, it's playable if you persevere, but this is one for real robot fans only. Impossible to judge.

GUNFORCE (JAP/US) 59%
Irem, 4 Mbit
1 or 2 players, shoot-'em-up, SP4
Similar to *Super Probotector* in many respects, but not half as good in any of them. The 'respects', that is. (Sorry, that was a bit confusing, wasn't it?)

HARLEY'S HUMUNGOUS ADVENTURE (US) 69%
Electronic Arts, 4 Mbit
1 or 2 players, platform, SP6
Graphically it could be a lot better, but it's a reasonably imaginative game with some potential all the same.

INDEPENDENT SUPER NINTENDO MAGAZINE

SUPER PLAY

TOP 5 DINOSAURS

Dinosaurs? We just can't get enough of them here at *Super Play*. And we think you'll see why, when you take a look at this little lot of Jurassic beauties.

1 YOSHI
Mario's sidekick in *Super Mario World* is everyone's favourite dinosaur.

2 REX
These twins from *Dinosaurs* are simply the cutest dinos ever.

3 TOPS
Here's Rex's pal from *Dinosaurs* and we think he's, er, the tops!

4 JOE AND MAC
He's easily the biggest and scariest dino boss we've ever seen.

5 CAVEMAN NINJA 2
The follow-up game to *Joe And Mac* had cuter dinosaurs, though.

HAT TRICK HERO (JAP) 66%
Alternative name: Super Soccer Champ (US)
Taito, 4 Mbit
1 or 2 players, sport
A slick conversion of the coin-op *Football Champ*. It's fast, but too easy in one-player mode – you'll need to play a chum to have any fun. Not as good as *Super Soccer*.

HOLE-IN-ONE GOLF (JAP/US) 68%
HAL, 8 Mbit
1 to 4 players, sport
An old game, but still one of the best golf sims around – what it lacks in technical ingenuity, it makes up for in user-friendliness. The overhead view isn't much like playing the real game, but nice Mode 7 course introductions help – as does turning the music off!

HOME ALONE (JAP/US/UK) 36%
THQ, 4 Mbit
1 player, platform, SP3
A dire attempt to cash in on the success of the movie. Hopeless graphics and sound don't rescue the banal gameplay from the claws of drudgery and tedium.

HOME ALONE 2 (US/UK) 32%
THQ, 8 Mbit
1 player, platform, SP3
We actually preferred the first *Home Alone* game to this, but in the same way that we prefer *Eldorado* to *Santa Barbara*. Another dire scrolling effort that should be left on the shelf.

HOOK (US/JAP) 72%
Sony Imagesoft, 8 Mbit
1 player, platform, SP1
Slow-moving, but attractive platformer, that ties in with the film neatly. It's a bit easy to finish, though, so it'll be no, er, Peter Pan.

THE HUNT FOR RED OCTOBER (US) 25%
Hi Tech Expressions, 8 Mbit
1 player, shoot-'em-up, SP7
A very poor submarine shoot'-em-up, based on the film of the same name. So repetitive each level is almost identical to the last, apart from the Super Scope-using sub-bit, which is useless.

HUMAN GRAND PRIX (JAP) 82%
Human, 8 Mbit + BB
1 or 2 players, driving, SP4

If you can live with the 'unique' control system, this is the best Formula One game on the SNES. It's blindingly fast, with realistic handling and a useful two-player option.

HYPERZONE (JAP/US) 30%
Hal, 8 Mbit
1 player, shoot-'em-up
A poor 3D space blaster using Mode 7, but with nothing else going for it. Tedium City is your only destination.

IMPERIUM (US) 40%
Alternative name: Assault Suits Dion (JAP)
Vic Tokai, 8 Mbit
1 player, shoot-'em-up, SP6
Sad, old-fashioned shoot-'em-up with giant robot suits in it – but with little hope of rivalling *Assault Suits Valken*. Stay away.

THE IREM SKINS GAME (US) 83%
Alternative name: Major Title (JAP)
Irem, 8 Mbit,
1 or 2 players, sport, SP3
Fans of the coin-op golf game *Major Title* will love this – it's virtually identical. Fans of *Pebble Beach* and its cousins won't be that impressed by its accuracy.

JACK NICKLAUS GOLF (US) 62%
Tradewest, 4 Mbit
1 to 4 players, sport, SP3
This presents things from just behind the player, but the slow way it draws the screen before each shot, and the could-be-better power meter, ruin it.

JAKI CRUSH (JAP) 74%
Naxat, 8 Mbit
1 player, simulation, SP5
The SNES needs a top-notch pinball game – something to rival the Mega Drive's *Devil Crash* and the Amiga's *Pinball Dreams*. But this isn't it. It's okay, but the ball moves too slowly, and the table isn't brilliantly designed.

JAMES BOND JR (US/UK) 29%
THQ, 4 Mbit
1 or 2 players, platform, SP3

A platform and shooting action game from hell that even the Amstrad GX4000 wouldn't have tolerated. Poor graphics, feeble sound and crap gameplay. Look, but don't buy.

JEOPARDY (US) 15%
Gametek, 4 Mbit
1 to 3 players, quiz, SP7
An appalling American conversion of an appalling American quiz show. Yuck.

JERRY BOY (JAP) 54%
Alternative name: Smartball (US)
Sony Imagesoft, 8 Mbit
1 player, platform
A run-of-the-mill platform game with only its blob-shaped hero to distinguish it from the crowd. Very average.

JIMMY CONNORS' PRO TENNIS TOUR (US/UK) 88%
UBI Soft, 4 Mbit
1 to 4 players, sport, SP5
Not as good as *Super Tennis*, but close. It has the advantage of working with the four-player adaptor. Now that *is* fun.

JOE AND MAC (JAP/US/UK) 72%
Data East/Elite, 8 Mbit
1 or 2 players, platform, SP1
A good conversion of the arcade machine. Graphically it's colourful, but the tunes don't vary and the gameplay's repetitive. Fun for young players.

JOHN MADDEN FOOTBALL (US) 79%
Alternative name: Pro Football (JAP)
Electronic Arts, 4 Mbit
1 or 2 players, sport
What was a fab game on the Mega Drive and Amiga *isn't* on the SNES. Note the flat graphics and jerky scrolling. It *is* fast, but at the expense of playability.

JOHN MADDEN FOOTBALL '93 (US/UK) 83%
Alternative name: Pro Football '93 (JAP)
Electronic Arts, 8 Mbit
1 or 2 players, sport, SP4
...whereas this new, improved, updated version is loads better. The changes are mostly cosmetic, but they elevate the game to the status of 'recommended (if you like American football)'.

KICK OFF (JAP/UK) 52%
Anco/Imagineer, 8 Mbit + BB
1 or 2 players, sport, SP3
The most controversial computer game ever gets its second conversion to the SNES, and suffers as a result. Not as bad as *Pro Soccer*, but flawed playability-wise.

KIKIKAIKAI (JAP) 88%
Natsume, 8 Mbit
1 or 2 players, shoot-'em-up, SP5
This is the sort of game only the Japanese could write. Underneath the perilously weird exterior lurks a really enjoyable two-player shoot-'em-up with superb graphics and a large playing area.

KING ARTHUR'S WORLD (US/UK) 83%
Jaleco, 4 Mbit
1 player, puzzle, SP6
Medieval *Lemmings* lookalike, with good graphics and plenty of interesting bits. Very addictive, but the controls (unless you use a mouse) are a pig.

THE KING OF RALLY (JAP) 39%
Meldac, 8 Mbit
1 player, driving, SP5
The most eye-catching 3D effect in years, but that's really about it. The fact that there are no other cars on the road, and the very unimaginative design of the courses, turns it into a real battle just to keep your eyes open.

KING OF THE MONSTERS (JAP/US) 79%
Takara, 8 Mbit
1 or 2 players, beat-'em-up
A fairly enjoyable Neo Geo game that seems to have been clumsily converted to the SNES. It's really too dull and unimpressive to get even fans of the original excited.

KITARO'S GHOST (JAP) 58%
Bandai, 8 Mbit
1 or 2 players, platform
Platform game, based on a cute comic hero, with really tricky gameplay. Lovely graphics, though.

KOSHIYEN 2 (JAP) 60%
KAC, 8 Mbit
1 or 2 players, sport, SP2
This would be the most bog standard baseball game around, except that it's very weird and very Japanese. Not bad, overall.

KRUSTY'S SUPER FUN HOUSE (US/UK) 79%
Acclaim, 8 Mbit
1 player, platform, SP1
A curious blend of pie-throwing, puzzle-solving and platform action make this a refreshing challenge. Graphics and sound are okay, but it's the excellently paced gameplay that makes the game. Passwords should be given more regularly though.

KUNIO KEN (JAP) ?%
Technos, 8 Mbit
1 or 2 players, action/RPG

An odd mix of beat-'em-up and adventure game. We had fun with it, beating people with pillows and suitcases, but we didn't have a clue what was going on as it's all in Japanese. It got a lukewarm reception even in Japan. Impossible to judge.

LAGOON (JAP/US) 70%
Kemco, 8 Mbit + BB
1 player, RPG
A fairly involving RPG, taking some elements from the *Zelda* series, but forgetting a lot of the more important ones – including a map, which can prove extremely irritating in certain areas. However, the graphics and sound are pleasant enough. Worth considering, but only after you've played *Zelda*, *Final Fantasy II* and *Soul Blazer*.

LAST FIGHTER TWIN (JAP) 59%
Banpresto, 8 Mbit
1 or 2 players, beat-'em-up
Super Deformed robots in a side-on beat-'em-up. Nice graphically and sonically, but limited all the same. For SD fans only.

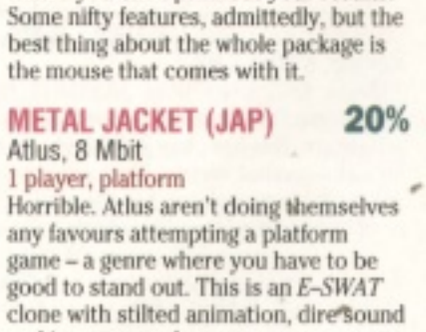
LEGEND OF SUCCESS JOE (JAP) 49%
KAC, 8 Mbit
1 or 2 players, beat-'em-up
Japanese boxing game, based on a poor Neo Geo original, with basic graphics and sound, and not enough moves. Still, as boxing games go, it ain't too bad.

LEGEND OF THE MYSTICAL NINJA (US) 90%
Alternative name: Goeman 3 (JAP)
Konami, 8 Mbit
1 or 2 players, action/RPG
One of the best games for the Super Nintendo, mixing RPG adventure-style wandering with side-on platform action. Wonderful music, fab graphics and a real challenge. Though the Japanese version is accessible, buy the US cart to get the best value from this.

LEMMINGS (JAP/US/UK) 86%
Sunsoft, 8 Mbit
1 or 2 players, puzzle, SP2
A hit on every format it's on. It takes a while to get to grips with, but it's one of the most original, ingenious and addictive games ever. Each level has a password, and there are loads of them.

LETHAL WEAPON (UK/US) 57%
Ocean, 8 Mbit
1 player, platform, SP6
Unadventurous platform shoot-'em-up, with a frustrating tendency to send you back to the beginning every time you miss your footing, which you'll do – a lot. Okay, but Ocean can manage better (see the new *Addams Family* game).

THE LOST VIKINGS (US/UK) 84%
Interplay, 8 Mbit
1 or 2 players, platform, SP8



Three character (but one player) co-operative platform puzzler. Quite a lot of fun, if a bit C64-ish in game design.

MAGICAL GUY ADVENTURE (JAP) 62%
Bandai, 4 Mbit
1 player, platform
An extremely jolly platform game combining wacky Japanese humour with cute sprites and backdrops. Not in the class of *Super Mario World*, but entertaining anyway.

MAGIC SWORD (JAP/US/UK) 58%
Capcom, 8 Mbit
1 player, platform, SP7
Capcom's winning streak is let down by this dreadful slash-'em-up. It slows down badly, and the animation's awful.

MARIO PAINT (JAP/US/UK) 55%
Nintendo, 8 Mbit + BB
1 player, art package, SP6
A limited, crude paint package – and one where you can't print out your results! Some nifty features, admittedly, but the best thing about the whole package is the mouse that comes with it.

METAL JACKET (JAP) 20%
Atlus, 8 Mbit
1 player, platform
Horrible. Atlus aren't doing themselves any favours attempting a platform game – a genre where you have to be good to stand out. This is an *E-SWAT* clone with stilted animation, dire sound and inept gameplay.

MICKEY'S MAGICAL QUEST (JAP/US/UK) 89%
Capcom, 8 Mbit
1 player, platform, SP3
One of the most polished platformers around, though it's marred by the inclusion of infinite continues. Stunning backdrops, sprites and varied enough to impress anyone – it's just a shame it's too easy.

MONOPOLY (JAP/US) 40%
Parker Brothers, 8 Mbit
1 to 8 players, board game, SP7
Monopoly without the fun of cheating. It plays the game on the Super NES exactly as it should, but that's about it.

MUSYA (JAP/US) 24%
Datam, 8 Mbit
1 player, platform
One of the worst Super Famicom games – though it's up against stiff competition. Initially, the nicely shaded backdrops give it the look of a *Ninja Spirit* clone, but when you watch your hero mincing about, twiddling his stick, it palls.

NBA ALL-STAR CHALLENGE (US) 59%
LJN, 8 Mbit
1or 2 players, sport, SP7
If you like basketball, you'll love this game. It plays basketball as it should be played and is nicely presented. Recommended for real fans of the game.

NHLPA HOCKEY (US/UK) 87%
Electronic Arts, 8 Mbit
1 or 2 players, sport, SP4
Not *quite* as good as the Mega Drive version (the graphics are jerky, though you wouldn't notice unless you'd seen the original). Still a great ice hockey game, with loads of playability and atmosphere.

NIGEL MANSELL F1 CHALLENGE (JAP) 85%
Gremlin Graphics, 8 Mbit
1 player, driving, SP8
Good, fast, high quality racing action. As a one-player game, better than *Human Grand Prix*, and so the best Formula One game on the SNES yet.

NOLAN RYAN'S BASEBALL (US) 73%
Alternative name: Super Stadium (JAP)
Romstar, 4 Mbit
1 or 2 players, sport, SP2
Just as slick as *Extra Innings*, but without the cute characters, and it's slightly trickier to control. Still, not a bad game.

NORTH STAR KEN V (JAP) ?%
Toei, 8 Mbit + BB
1 player, RPG
This addition to an inexplicably popular range of *Zelda*-style RPG's – it's based on *Fist Of The North Star*, believe it or not – looks rubbish to us. If you speak Japanese it might, of course, be brilliant, but we doubt it. Impossible to judge.

NORTH STAR KEN 6 (JAP) 42%
Toei, 12 Mbit
1 or 2 players, beat-'em-up, SP4
This has massive sprites but nothing much to actually do. It's just another failed *Street Fighter II*-a-like.

OTHELLO WORLD (JAP) 52%
Tsukuda, 8 Mbit
1 or 2 players, board game
Plays a strong game of *Othello* (if you set it to 'difficult'), looks good, and has some cute bits. But why would anyone want to spend $40 on a cartridge that plays *Othello*? Fine for brushing up your technique, but otherwise very sad.

OUTLANDER (US/UK) 28%
Mindscape, 8 Mbit
1 player, driving/action, SP8

Crap *Mad Max*-style kill-everything-in-sight fiasco, featuring a driving section and a walking-along-and-blasting section – both equally useless.

PAPER BOY 2 (US/UK) 22%
Mindscape, 4 Mbit
1 player, driving, SP2
You're a newspaper delivery boy (or girl) and you cycle along, er, delivering newspapers. There are some obstacles to avoid, things to hit with papers for bonus points, and that's about it. It's boring, and can't be recommended.

PEBBLE BEACH GOLF LINKS (JAP/US/UK) 82%
T&E Soft, 8 Mbit + BB
1 to 4 players, sport, SP6
The third addition to the 3D golf series, and, unsurprisingly, very similar to the others. As the only golf game officially released in the UK, this is well worth buying. It's fun to play and is accurate down to the very waves on the beach, but the porn movie music is laughable.

PGA TOUR GOLF (JAP/US/UK) 60%
Electronic Arts, 4 Mbit
1 to 4 players, sport, SP5
Slick presentation, masking the fact that this is a poor SNES conversion of a fab sports game. On other systems *PGA Tour* is *the* golf sim, but EA's lack of SNES skill ruins it.

PHALANX (JAP/US) 70%
Kemco, 8 Mbit
1 player, shoot-'em-up, SP1
Horizontally scrolling shoot-'em-ups are

two a penny on the SNES, and a new contender has to be different to stand out. This has some decent graphics and challenging gameplay, but is forgettable.

PILOTWINGS (JAP/US/UK) 92%
Nintendo, 4 Mbit
1 player, simulation, SP1 92%
SNES-owning aviation fans aren't spoilt for choice at present, but this should be enough to, er, spin their propellers. It has a huge range of flying machines, and super-smooth 3D graphics, and there's even a decent game in here, too.

PIPEDREAM (JAP) 66%
Bullet-Proof Software, 4 Mbit
1 or 2 players, puzzle, SP2
A well turned-out puzzle where you've got to link different shaped bits of pipe. Okay, but it gets boring fast.

PITFIGHTER (US/UK) 14%
THQ, 4 Mbit
1 or 2 players, beat-'em-up, SP4
An appalling conversion of a popular coin-op. Dire graphics and awful gameplay. The pits.

POP'N TWINBEE (JAP) 84%
Konami, 8 Mbit
1 or 2 players, shoot-'em-up, SP8

Ultra-cute and colourful graphics make this blaster very appealing. Gameplay's a little on the weak side, though.

POPULOUS (JAP/US/UK) 85%
Imagineer, 4 Mbit + BB
1 player, strategy, SP2
The original Japanese version of a classic UK game that puts you in the shoes of God. A smashing game, though it *can* get frustrating (and quite boring) eventually.

POWER ATHLETE (JAP) 49%
Alternative name: Power Moves (US)
Kaneco, 8 Mbit
1 or 2 players, beat-'em-up, SP4
This is another attempt to cash in on *Street Fighter II*. And it doesn't really work. 'Crap – but in a groovy kind of way', apparently.

PRINCE OF PERSIA (JAP/US/UK) 89%
Konami, 8 Mbit
1 player, platform, SP5
A superb conversion of the computer classic with new graphics, a brilliant intro and a fab *Lawrence Of Arabia*-style soundtrack. Not an easy game, but the password system allows progression without too much trouble. A classic.

PRO BASEBALL LEAGUE '93 (JAP) 77%
Sony Music Entertainment, 12 Mbit
1 or 2 players, sport, SP6
The Jap sequel to *Extra Innings*. It's got cute characters, slick animation and some neat extra bits. If you like baseball, you'll love this.

PRO QUARTERBACK (US) 62%
Tradewest Sports, 8 Mbit
1 or 2 players, sport, SP7
American football looks great with neat Mode 7 graphics, but the rest of the game fails to add up to anything better than usual.

PRO SOCCER (JAP) 27%
Alternative name: World League Soccer (US)
Imagineer, 4 Mbit + BB
1 or 2 players, sport
A really shaky conversion of *Kick Off*, with crude graphics and hopeless gameplay.

PSYCHO DREAM (JAP) 33%
Riot, 8 Mbit
1 player, platform, SP7
Platform beat-'em-up with lots of Japanese text getting in the way. Bland.

PUSHOVER (US/UK) 78%
Ocean, 4 Mbit
1 player, puzzle, SP3
An enjoyable domino toppling-style puzzle game, converted from home computers, with lots of short-term fun. Once all 100 levels are finished, though, it's unlikely you'll ever return to it.

Q*BERT 3 (JAP/US) 67%
NTVIC, 8 Mbit
1 player, platform, SP3
Real nostalgia value, as players of the 10-year-old coin-op will confirm. And plenty of effort's gone into making the game look the part. But it's only mildly amusing.

RACE DRIVIN' (US/UK) 35%
THQ, 4 Mbit
1 player, driving, SP3
Fans of the original coin-op will be horrified by this driving game. 3D polygons and the SNES go together like, um, chips and custard. Poor programming on unsuitable hardware.

RAIDEN DENSETSU (JAP) 54%
Alternative name: Raiden Trad (US)
Toei, 8 Mbit
1 or 2 players, shoot-'em-up

A great game on the PC Engine and Mega Drive, but slow on the Super Nintendo and not recommended. It should have been good, but the programmers were too inexperienced on the machine to do the job properly.

RAMPART (US) 79%
Electronic Arts, 4 Mbit
1 or 2 players, shoot-'em-up/puzzle, SP2
So primitive-looking you wonder why it was allowed to live. (Well, apart from the great 3D bit.) But a few minutes playing reveal a game that's actually fab fun, and the two-player mode almost rivals *Mario Kart*.

RANMA 1/2 (JAP) 75%
NCS Masiya, 8 Mbit
1 or 2 players, beat-'em-up
A neat one-on-one beat-'em-up with some very odd anime characters (who change sex when they get wet, and sometimes into giant pandas – don't worry, there's a Japanese TV series explaining it all). Mismatching of characters is a problem, but on the whole it's great to look at and play.

RANMA 1/2 PART TWO (JAP) 73%
NCS Masiya, 12 Mbit
1 or 2 players, beat-'em-up, SP6
Cute, unusual characters, and a good looking beat-'em-up, but far too easy, with some characters much, much stronger than others. Slightly inferior to the original, but still likable, at least.

RIVAL TURF (JAP/US/UK) 58%
Jaleco, 8 Mbit
1 or 2 players, beat-'em-up, SP2
Final Fight's main rival. Not as 'together' as its opponent – more repetitive baddies and rougher animation are the main qualms – but it has the enormous advantage of simultaneous two-player action, including a *Street Fighter II*-style head-to-head mode. Which one do you go for? Um, well there's always *Batman*...

ROAD RIOT 4WD (US/UK) 20%
THQ, 4 Mbit
1 or 2 players, driving, SP4
Road Riot's the worst driving game on the Super Nintendo, we reckon. This is really primitive in every respect, despite a split-screen two-player mode, and no fun at all.

ROAD RUNNER: DEATH VALLEY RALLY (JAP/US/UK) 42%
Sunsoft, 8 Mbit
1 player, platform, SP4
The atmosphere of the cartoon is captured perfectly, with wonderful cartoony graphics and hilarious intro and outro sequences, but the game itself stinks – it's just a simplistic, poorly-executed platform game. For *Road Runner* die-hards only.

THE ROCKETEER (JAP/US) 33%
IGS, 8 Mbit
1 player, action

Lovely graphics, but that's about it. It consists of watching a string of mini-games in which you don't really get much say – it's just luck if you proceed from one game to the next. Awful.

ROBOCOP 3 (US/UK) 50%
Ocean, 8 Mbit
1 player, shoot-'em-up, SP2
A neat *Robocop* feel, but gameplay-wise this is severely wanting. It's really difficult, and perseverance is rewarded by an unimaginative shooter with little connection to the film.

ROGER CLEMENS' MVP BASEBALL (US) 73%
Acclaim, 8 Mbit
1 or 2 players, sport, SP2
Baseball games don't come much better presented than this. Fab animation and action viewed through different camera angles make this thoroughly enjoyable.

ROMANCE OF THE THREE KINGDOMS II (JAP/US) 55%
Koei, 8 Mbit + BB
1 to 12 players, strategy
Loads of interlocking ancient Chinese kingdoms make alliances, split up, then make other alliances, lots of people get killed, and we can't make sense of any of it. The US version reveals a simple little game under all the maps and text-boxes, but still not recommended.

RPM RACING (JAP/US) 58%
Interplay, 4 Mbit + BB
1 or 2 players, driving
RPM stands for Radical Psycho Machines – ridiculous trucks with big tyres that fascinate Americans. The scrolling's rough, you need clairvoyant powers to anticipate corners, and it uses flickery interlace graphics to no obvious effect. But good fun.

RUSHING BEAT RUN (JAP) 60%
Jaleco, 12 Mbit
1 or 2 players, beat-'em-up, SP5
The original *Rival Turf*, although fine as beat-'em-ups go, was never brilliant, exactly. And this sequel isn't much better. The graphics aren't bad, but it's very repetitive and too easy to finish.

SD DODGEBALL (JAP) 42%
Banpresto, 8 Mbit + BB
1 or 2 players, sport
Based on an imaginary sport which involves knocking out the opposing team with the ball, this is one of a series of Dodgeball games (*Fire Dodgeball*'s another), and the worst.

SD GREAT BATTLE (JAP) 38%
Banpresto, 6 Mbit
1 player, shoot-'em-up
Japan's popular Super Deformer series has spawned a lot of Super Famicom spin-off games, and they sell, no matter how cruddy they are! *SD Great Battle* was the first of the genre, and isn't that great, being a crusty old arcade adventure with tedious gameplay.

SD GUNDAM (JAP) ?%
Bandai, 8 Mbit + BB
1 player, RPG
This game stars a 'Super Deformed' version of *Gundam*, the most popular 'mecha' robot character in Japan. The format is traditional Japanese RPG, but the crappy graphics, sound and Jap text make it unplayable. Impossible to judge.

SIM ANT (JAP) ?%
Imagineer
1 player 8 Mbit
An ant simulator. In Japanese. That says it all really. Impossible to judge.

SIM CITY (JAP/US/UK) 84%
Maxis/Nintendo, 4 Mbit + BB
1 player, strategy, SP1
Build the city of your dreams... then bring it to its knees! The SNES version of this all-time great is probably the best yet (even more user-friendly) but it doesn't push the SNES to its limits.

SIM EARTH (JAP/US) 40%
Imagineer, 6 Mbit + BB
1 player, strategy
A follow-on from *Sim City* that tries to bite off more than it can chew. You're basically put in charge of the entire planet. It manages to be both a good simulation and a very tedious game.

SKÜLJAGGER (US) 58%
American Softworks, 8 Mbit
1 player, platform, SP4
A lacklustre piratic game that's very easy and not going to take you long to finish. Very weird bubble gum bits.

SOLSTICE II: EQUINOX (US/UK) 90%
Sony Imagesoft, 8 Mbit + BB
1 player, platform, SP8

Polished and addictive isometric arcade adventure, with brill graphics and fab sound. Highly recommended.

SONIC BLAST MAN (JAP/US) 69%
Taito, 8 Mbit
1 player, beat-'em-up, SP2
A scrolling beat-'em-up with a nifty central character – a superhero with a deadly line in punches. It's a beat-'em-up, though, and so gets pretty dull.

SOUL BLAZER (US) 89%
Alternative title: Soul Blader (JAP)
Enix, 8 Mbit + BB
1 player, RPG, SP2
Slick, graphically gorgeous and not unlike *Zelda* (ie an RPG, Japanese-style). Avoid *Soul Blader*, the Japanese version (unless you're Japanese).

SPACE FOOTBALL (US) 52%
Alternative name: Super Linearball (JAP)
Triffix, 4 Mbit
1 player, sport
If you've played *Ballblazer* on the Commodore 64 before, that's the closest to this – football, played between two 'things' on a fast, 3D scrolling pitch. Lots of thrills in the short-term, but it isn't enough to justify spending this much on a game.

SPANKY'S QUEST (JAP/US) 58%
Natsume, 4 Mbit
1 or 2 players, platform
A monkey called Spanky? Bouncing bubbles? You just wander round lots of similar-looking screens, killing baddies (with bubbles) and collecting keys. Crap.

SPIDERMAN & THE X-MEN (US/UK) 72%
Acclaim, 8 Mbit
1 player, platform, SP3
A multi-character platform romp that

INDEPENDENT SUPER NINTENDO MAGAZINE

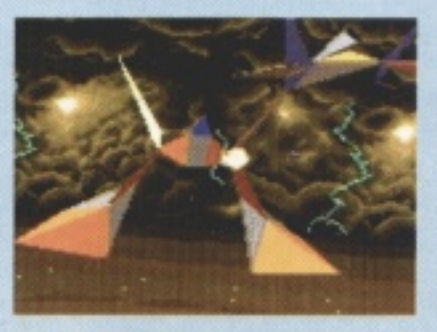
SUPER PLAY TOP 5 SOUND EFFECTS

Sound effects? We just can't get enough of 'em here at *Super Play*. Here're the five games we think have the best ones of all...

1 SOLSTICE II: EQUINOX
Pushing slabs across this stony floor – it sounds like the real thing.

2 SUPER STAR WARS
The TIE fighter plane's (left) screeching noises are very realistic.

3 BART'S NIGHTMARE
Bart gets a sloppy wet kiss from the little old lady. Yeeeeeurgh!



4 STARFOX
No, this isn't the right screenshot. Smart bombs, though.

5 PUGSLEY'S SCAVENGER HUNT
Nice 'miaows' from snorkelling cats.

INDEPENDENT SUPER NINTENDO MAGAZINE

SUPER PLAY

TOP 5 BACKGROUNDS

Backgrounds? We just can't get enough of them here at *Super Play*. And here are the five games that, in our opinion, have the most detailed and spectacular backdrops around.

1 STREET FIGHTER II
Quite how they managed to make that bath scroll in three dimensions is beyond comprehension.

2 SUPER GHOULS 'N' GHOSTS
What can we say? This is just the greatest sinking ship scene in the history of video games.

3 MICKEY'S MAGICAL QUEST
Cor! Just look at those fab mountains and that brilliant egg in the nest. Aren't they gorgeous?

4 KIKIKAIKAI
Level four, five and six of *Kikikaikai* contain some of the most breathtaking backgrounds ever.

5 DINOSAURS
So pretty, it makes you blush. Just look at the brilliant reflections on the water of those very realistic trees.

loses its appeal fast. Unattractive graphics are only saved by imaginative music. Fun for a bit, but dated already.

SPINDIZZY WORLDS (JAP/US/UK) 69%
Ascii, 8 Mbit
1 player, puzzle, SP2
Spindizzy's sparkle seems to have dulled since its heyday on the Spectrum, partly thanks to the game's shift of emphasis from exploration to puzzle solving. A neat little thing all the same.

STARFOX (JAP/US) 93%
Alternative name: Starwing (UK)
Nintendo, 8 Mbit
1 player, shoot-'em-up, SP7

What can we say? This is brilliant. It's the first game to use the new Super FX chip, it's got some of the most spectacular and well designed 3D bits ever, it's very smooth and fast – it's the bee's knees, basically.

STREET FIGHTER II (JAP/US/UK) 94%
Capcom, 16 Mbit
1 or 2 players, beat-'em-up, SP1
This is the game that's selling SNESs by the bucket- load. It's 'streets' ahead of other beat-'em-ups, and a near-perfect conversion of the coin-op. A must-buy, though expensive on official release.

STRIKE GUNNER (JAP/US/UK) 65%
Athena, 8 Mbit
1 or 2 players, shoot-'em-up, SP3
Average vertical blaster, with unvaried backdrops, but nice sprites and explosions. A dull game that only works in two-player mode.

SUPER ADVENTURE ISLAND (JAP/US/UK) 75%
Hudson Soft, 8 Mbit
1 player, platform, SP2
Simplistic, *Wonderboy*-style gameplay in this third instalment of the series made popular on the NES. Aside from the ugly Master Higgins, the bright backgrounds and impressive Yuzo Koshiro dance tunes make this an attractive game. A bit confusing, but otherwise fab.

SUPER ALESTE (JAP/UK) 87%
Alternative name: Space Megaforce (US)
Toho/Compile, 8 Mbit
1 player, shoot-'em-up, SP3
Evidence that the SNES can handle a manic *Gunhed*-style shooter with ease. Fab sprite handling (Mode 7) and no slow-down mean it's more a technical achievement than that well designed, and it's a bit weapon-mad. But an excellent buy all the same.

SUPER BASEBALL SIMULATOR 1,000 (JAP/US) 49%
Culture Brain, 4 Mbit
1 or 2 players, sport, SP2
Another middling baseball game. The pitching and batting are pretty good, but the fielders are unco-operative and the graphics poor, with pointless Mode 7 whizzing about. The music's good, though.

SUPER BASES LOADED (US) 55%
Alternative name: Super Professional Baseball (JAP)
Jaleco, 8 Mbit
1 or 2 players, sport, SP2

This works okay, but it's just as limited in scope as other baseball games on the SNES, and the graphics are jerky.

SUPER BASES LOADED II (US) 63%
Alternative name: Super Professional Baseball II (JAP)
Jaleco, 8 Mbit
1 or 2 players, sport, SP2
Extraordinarily and uncannily similar to *Super Bases Loaded I*. (See above.)

SUPER BASKETBALL (UK) 84%
Alternative names: NCAA Basketball (US), Super Dunkshot (JAP)
HAL, 8 Mbit
1 or 2 players, sport, SP4
This is famous for its 3D graphics – the pitch spins and zooms in and out impressively. It's got brilliant sound effects, too. And it plays great basketball. A bit confusing, but otherwise fab.

SUPER BATTER UP (US) 53%
Namco, 8 Mbit
1 or 2 players, sport, SP6
A difficult-to-control baseball game, with garish graphics and poor animation. There are so many better ones.

SUPER BATTLETANK (JAP/US/UK) 50%
Absolute, 4 Mbit
1 player, shoot-'em-up
The prehistoric *Battlezone* coin-op gets a new lease of life in this Gulf War tank game. This looks livelier than the wire-frame graphics of the original, and has some good explosions and exciting link sequences, but, frankly, it's still boring.

SUPER BIKURI MAN (JAP) 18%
Interbec, 8 Mbit
1 or 2 players, beat-'em-up, SP7
Far too easy to finish. Possibly the second worst beat-'em-up ever (after *PitFighter*).

SUPER BIRDIE RUSH (JAP) 76%
Data East, 8 Mbit + BB
1 or 2 players, sport, SP3
A cute cartoony-looking golf game with well drawn fairways and greens. However, this isn't as playable as *Hole-in-One*.

SUPER BOWLING (JAP/US) 48%
Athena, 4 Mbit
1 or 2 players, sport, SP1
There isn't enough to bowling to fill out a whole game. This one pads itself out with neat graphical interludes etc, but the real thing's so much more fun.

SUPER CASTLEVANIA IV (JAP/US/UK) 91%
Konami, 8 Mbit
1 player, platform, SP1
A huge, sprawling sequel to the NES games. After a dull start this turns into one of the best platform games ever. More action is needed, but superb parallax and incredible sound-tracks generate an atmosphere that's appreciated by serious gamers.

SUPER CHINESE WORLD (JAP) ?%
Culture Brain, 8 Mbit
1 player, action/RPG
A sequel to the popular 8-bit Famicom game *Little Ninja Bros*. The overhead viewpoint changes at regular intervals for combat. Cutish but rather basic, with loads of Japanese text. Impossible to judge.

SUPER CUP SOCCER (JAP) 69%
Alternative name: Goal (US)
Jaleco, 8 Mbit
1 or 2 players, sport
A rival to *Super Soccer*? Not really. This takes a side-on, jerkily scrolling viewpoint and isn't going to impress anyone. That's a shame, because it goes into lots of detail – moves and rules-wise – and there are some nice graphical touches.

SUPER DOUBLE DRAGON (JAP/US) 68%
Technos, 8 Mbit
1 or 2 players, beat-'em-up, SP3
A wide variety of moves, and some very satisfying thumping and kicking action, inject a bit of life into a deceptively crappy looking beat-'em-up. Enjoyable, but a bit easy and rather '8-bit'.

SUPER EDF (JAP/US) 68%
Jaleco, 8 Mbit
1 player, shoot-'em-up
A pretty, horizontally scrolling effort, but with some boring and unchallenging gameplay. Similar to the coin-op it's based on, *EDF* has some well-drawn backdrops and sprites. But the music is bland, and slow-down spoils the action.

SUPER F1 CIRCUS (JAP) 74%
Nichibutsu, 8 Mbit + BB
1 player, driving, SP1
This looks ordinary, but is one of the few overhead-view racing games that works. Fast, with a good 'driving feel' and plenty of options to cater for the long-term player. Recommended.

SUPER F1 CIRCUS (JAP) 74%
Nichibutsu, 8 Mbit + BB
1 player, driving
Limited edition. As above, but with real Grand Prix names.

SUPER F1 GRAND PRIX (JAP) 44%
Video System Co, 8 Mbit + BB
1 player, driving
Nothing to do with the popular Amiga *F1 Grand Prix*, this is like *Battle Grand Prix*, without the split-screen two-player mode. That means you get to see more of the track on-screen, and hence slightly more warning of corners coming up, but not much.

SUPER F1 HERO (JAP) 49%
Varie, 8 Mbit
1 player, driving, SP8
A decent(ish) F1 driving game, but Nigel Mansell's so much better.

SUPER FIRE PRO WRESTLING (JAP) 56%
Human, 8 Mbit
1 or 2 players, sport
Nowhere near as smart-looking as *WWF*, but a much more challenging game (the 20 wrestlers all behave differently, for a start). But in one-player mode it's nearly impossible to beat the computer. Okay, if you can live with the dull visuals and manage to haul in a friend.

SUPER FIRE PRO WRESTLING 2 (JAP) 72%
Human, 8 Mbit
1 to 4 players, sport, SP7
This has lots of Japanese text, laughable graphics and is completely crap as a one-player game, but it's great fun to play with four players using the Super Multitap adaptor, despite slow-down.

SUPER GHOULS 'N' GHOSTS (JAP/US/UK) 85%
Capcom, 8 Mbit
1 player, platform, SP2
Another sequel, unique to the SNES. It's got some brill graphics (loads of slow-down) and nice tunes, but it's tough – and, as it lacks battery back-up or pass-words, it can be frustrating. The huge levels only have a few restart points, too. Well put together, but difficult.

SUPER JAMES POND (UK) 79%
Ocean, 8 Mbit
1 player, platform, SP8

Ex-Amiga hit that's lost little in translation, though it's far too juddery. Still, with loads of levels and difficult bits, this'll keep you amused for ages.

SUPER MARIO KART (JAP/US/UK) 93%
Nintendo, 4 Mbit + BB
1 or 2 players, driving, SP1
The best driving game ever, and the best two-player game ever. It's perfect. Four brilliant games in one: there's the Grand Prix game, the Time Trial, the two-player Head to Head, and the amazing balloon game.

SUPER MARIO WORLD (JAP/US/UK) 94%
Nintendo, 4 Mbit + BB
1 player, platform, SP2
What more can we say about this huge game? On the downside, the backgrounds are repetitive, but this is a gameplayer's dream come true – you'll spend weeks deciphering it. Though real *Mario* aficionados tend to prefer Mario's third trip, this remains (along with *Zelda*) Nintendo's flagship game.

SUPER NBA BASKETBALL (JAP/US) 86%
Tecmo, 8 Mbit
1 or 2 players, sport, SP4
While *Super Basketball*/*Super Dunkshot* is the basketball game to go for if you want to wow your friends, this one is a bit more playable, accurate and comprehensive.

SUPER NINJA (JAP) ?%
Koei, 12 Mbit + BB
1 player, RPG
You'd never know this was 12 meg – it has the flat colours, simple graphics and laughable animation of an early NES

game. It uses the same overhead view as *Zelda* et al, but being Japanese is impossible to play. Impossible to judge.

SUPER OFF ROAD (JAP/US/UK) 63%
Trade West, 4 Mbit
1 or 2 players, driving
Another overhead view driving game, but we can see the whole track for once (phew). We're racing monster trucks with a 3D(ish) perspective. The trucks look great bouncing about, and, short-term, it's good fun. And great music.

SUPER PANG (JAP) 72%
Alternative name: Super Buster Bros (US)
Capcom, 4 Mbit
1 player, shoot-'em-up, SP1
The arcade original was a fantastic game, but one that allowed two people to pop bubbles at once. This is a good conversion, with smart graphics and plenty of speed, but unfortunately only one can play, and that gets boring.

SUPER PARODIUS (UK) 86%
Alternative name: Parodius (JAP)
Konami, 8 Mbit
1 player, shoot-'em-up
A fab conversion of the coin-op, that easily ranks as the best of Konami's recent string of classics. Superbly colourful sprites, a hilarious sense of the bizarre, and excellent music are the icing on the cake. Very enjoyable (though a little easy).

SUPER PLAY ACTION FOOTBALL (US) 71%
Nintendo, 4 Mbit + BB
1 or 2 players, sport, SP2
A faithful implementation of American football that'll please fans, but not the *John Madden*-basher we've been waiting for. Not a patch on *Madden '93*...

SUPER PROBOTECTOR (UK) 90%
Alternative names: Contra 3 (US)/Contra Spirits (JAP)
Konami, 8 Mbit
1 or 2 players, shoot-'em-up, SP2
The best platform blaster around. Superb use of Mode 7 and amazing sound put this in the super league. Brill two-player action makes it unmissable.

SUPER R-TYPE (JAP/US/UK) 72%
Irem, 8 Mbit
1 player, shoot-'em-up, SP1
Beautifully designed baddies, and some of the best graphics on the SNES, make this one of the best-looking shooters around. Not perfect, thanks to jerky scrolling, terrible slow-down and no restart points. It also lacks the best parts of the coin-op – *R-Type II*, surprisingly, not the original game – on which it's based.

SUPER SHANGHAI (JAP) 58%
Hot B, 8 Mbit
1 player, puzzle, SP9
It's hard to see what's 'super' about it, other than a show-offy intro and the odd silly sound effect, but as a version of *Shanghai*, the puzzle game, it works. Relaxing and compulsive, but not great.

SUPER SMASH TV (JAP/US/UK) 84%
Acclaim, 4 Mbit
1 or 2 players, shoot-'em-up, SP1
A translation of the ultra-violent coin-op, this is incredibly good short-term fun. No slow-down, plenty of tough bits and bags of addictiveness – you'll keep coming back to it. Recommended.

SUPER SOCCER (US/UK) 83%
Alternative name: Super Formation Soccer (JAP)
Human/Nintendo, 4 Mbit
1 or 2 players, sport, SP1
This is probably the closest you'll get to real footy on the SNES. Impressive 3D graphics, and jolly good fun to play. But it doesn't really feel much like football as such, perhaps because the rules have been messed around a bit. We're still waiting for the SNES' equivalent of *Sensible Soccer*.

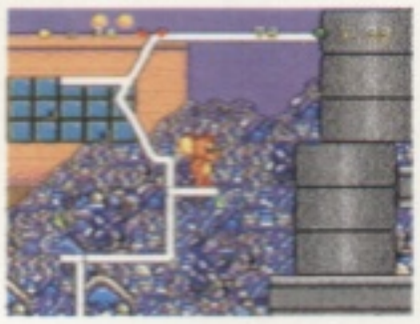
SUPER STAR WARS (JAP/US) 89%
JVC, 8 Mbit
1 player, shoot-'em-up/platform, SP4
The music is the first thing that hits you – a perfect rendition of all the best tunes from the film – followed by the fantastic *Star Warsy* feel that pervades the whole thing. If you loved the film, you'll love this. (Oh, and it's fun to play, too.)

SUPER SWIV (JAP/UK) 82%
Alternative name: Firepower 2000 (US)
The Sales Curve, 8 Mbit
1 or 2 players, shoot-'em-up, SP6
A slick and playable two-player shoot-'em-up, with great graphics, and interesting controls. Good fun, if a little boring in the long run?

SUPER TENNIS (JAP/US/UK) 92%
Tonkin House, 4 Mbit
1 or 2 players, sport, SP1
One of the best tennis games on any machine (only rivalled by two fab tennis games on the PC Engine). The range of shots available is amazing. It's not all bashing a ball about, either – there's a comprehensive line-up of tournaments and things to enter, too. Brilliant.

SUPER TETRIS 2 + BOMBLISS (JAP) 83%
Bullet-Proof Software, 8 Mbit + BB
1 or 2 players, puzzle, SP5
Tetris is probably the best puzzle game ever, but doesn't always convert well to different formats. No worries with the SNES version, though, which boasts lots of extra bits (like *Bombliss*) in addition to a solid rendition of the original game.

SUPER TOM & JERRY (US) 42%
High-Tech Expressions, 4 Mbit
1 player, platform, SP8



A poor excuse for a platform game, plagued by slow-down and with little to do with the cartoon. Crap.

SUPER VALLIS IV (JAP/US) ?%
Telenet, 8 Mbit
1 player, platform
A conversion of the PC Engine CD ROM game, featuring the exploits of lots of Japanese girlies but no excitement. It's too contrived, boring and linear to live.

SUPER VOLLEY II (JAP) 82%
Video System, 8 Mbit
1 or 2 players, sport, SP5
Weird-looking, with a determinedly 2D perspective. But a wealth of 'special moves', and the fact that's it's a coin-op conversion, make a game that's fab fun to play – especially with two players.

SUPER WAGAN ISLAND (JAP) ?%
Namcot, 8 Mbit
1 player, platform
Funny, with cute graphics and likeable characters, this is a semi-arcade, semi-text-based adventure for the younger player – we got a fair way into it without understanding what was going on. (It's all in Japanese!) Impossible to judge.

SUPER WWF (JAP/US/UK) 74%
Acclaim, 8 Mbit
1 or 2 players, sport, SP1
Great graphics, and fun to play – short-term. But, all the wrestlers behave the same! And there's no tournament system like on other versions, either – you win or lose a fight and that's it.

SUZUKI AGURI F1 (JAP) 72%
LOZC, 8 Mbit
1 or 2 players, driving, SP5
Fast, 3D Mode 7 courses *and* tunnels and bridges? Well presented, but has no warning of corners. However, the split-screen two-player mode is a bonus. A UK release will follow under the name *Suzuki F1*. (Perhaps.)

SYO THE SEAL (JAP) 79%
Takara, 8 Mbit
1 player, platform, SP8
Out cutes the cutest game you can think of. We haven't stopped going 'aww.'

SYVALION (JAP/UK) 46%
JVC, 8 Mbit
1 player, shoot-'em-up, SP5
An odd maze-based scrolling shoot-'em-up where you guide a dragon down baddy-infested passages. It looks tacky but is actually quite good. Not much of a challenge, though.

TERMINATOR (UK) 59%
Mindscape, 8 Mbit
1 player, shoot-'em-up, SP7
Average film-based shoot-'em-up that copes with the film side OK, but fails to make much of the game. Dark graphics, but, admittedly, a great soundtrack.

TEST DRIVE II: THE DUEL (US/UK) 58%
Accolade, 8 Mbit
1 player, driving, SP6
A fairy good conversion of the PC original to SNES, but it's difficult to control so you tend to crash all the time. Very unexciting driving feel too.

THUNDER SPIRITS (JAP/US) 73%
Toshiba EMI, 8 Mbit
1 player, shoot-'em-up
A conversion of the well respected Mega Drive game *Thunderforce 3*, but it isn't as good on the SNES – slow-down spoils it! Everything else is very similar to the MD game – ie no effort has been made to use any of the special features that the SNES can offer – which results in rather a missed opportunity.

TINY TOONS (JAP/US) 89%
Konami, 8 Mbit
1 player, platform, SP5
The ultimate in cartoon-style graphics, animation and sound, with bags of variety and challenge. It's in danger of being *too* cute, but it's impossible not to love it.

TKO BOXING (US) 38%
Alternative name: World Championship Boxing (JAP)
Sofel, 4 Mbit
1 or 2 players, sport
Boxing games are difficult to pull off, and this is the kind of thing that happens as a result. It's well presented, but the gameplay is really simplistic and gets boring fast. Steer well clear.

TOP GEAR (US/UK) 76%
Alternative name: Top Racer (JAP)
Kemco, 4 Mbit
1 or 2 players, driving, SP3
So fast it'll make your eyes go squiffy. The screen is divided down the middle so two players can compete – it's dull as a one-player game. It was developed by Gremlin, so fans of their *Lotus* games will be on familiar ground here. No smooth Mode 7 graphics or elaborate trackside detail, just lots of driving fun.

TURTLES IV: TURTLES IN TIME (JAP/US/UK) 84%
Konami, 8 Mbit
1 or 2 players, beat-'em-up, SP2
A very good beat-'em-up. Superb graphics, some clever characterisation, frantic gameplay, and a load of different levels means plenty of fun. On the downside, it does get repetitive, and doesn't take long to finish.

2020 SUPER BASEBALL (JAP) 85%
K Amusement Leasing (KAC), 12 Mbit
1 or 2 players, sport, SP8

Baseball as it should be played (albeit by robots). A brilliant conversion of the top Neo Geo game.

ULTIMATE FOOTBALL (JAP) 51%
Sammy, 8 Mbit
1 or 2 players, sport
American football – what a crazy sport, eh? Still, that needn't prevent *Ultimate Football* from being a decent game. But this is so limited in scope and technical merit that it's really only for footy fans.

ULTRAMAN (JAP/US/UK) 35%
Bandai, 8 Mbit
1 player, beat-'em-up
At first it's laughable: a ridiculous-looking giant superhero beating up monsters that look like people in rubber suits. But then you realise that's how it's meant to be. This is based on those dreadful Jap disaster movies you see on Channel 4. Laughable.

UNCHARTED WATERS (JAP/US) 37%
Koei, 8 Mbit
1 player, strategy, SP7
A naval strategy game where you sail around a map, trading goods, expanding your fleet and fighting other ships. It won't last you long – as it's all so boring.

UN SQUADRON (US/UK) 91%
Alternative name: Area 88 (JAP)
Capcom, 8 Mbit
1 player, shoot-'em-up, SP1
Brilliantly designed pseudo-conversion of the coin-op, and one of the best games on the SNES. Although it slows down in places, the action is still exciting. Sonically average, but graphically superb, and a *Super Play* favourite.

USA ICE HOCKEY (US) 60%
Jaleco, 8 Mbit
1 or 2 players, sport, SP8
Graphically fine, but with too much slow-down to play a decent game of ice hockey. Go for *NHLPA Hockey* instead.

USHIO AND TORA (JAP) 35%
Yutaka, 8 Mbit
1 player, action, SP7
A very poor scrolling cut-'em-up, where you only have two moves and infinite continues. Adds nothing to the genre.

VOLLEYBALL TWIN (JAP) 76%
Tonkin House, 8 Mbit
1 or 2 players, sport, SP4
Volleyball from the people who brought us *Super Tennis*. The slow scrolling tends to knacker your chances of receiving the ball from time to time, but otherwise it plays pretty solidly (and the Beach Volley is something else).

WAIALAE COUNTRY CLUB (JAP/US) 82%
T & E Soft, 8 Mbit + BB
1 to 4 players, sport

The second of three golf games all using the same programming and graphics (the other two being *Augusta Golf* and *Pebble Beach*), but all representing different courses. Accurately depicted and probably the best golf series on the SNES by far.

WARPSPEED (US/UK) 32%
Accolade, 8 Mbit
1 player, shoot-'em-up, SP7
Very dated and very crudely presented space shoot-'em-up in the *Wing Commander* mould. When you've got the brilliant *Starfox* to choose instead, there's just no comparison.

WHEEL OF FORTUNE (US) 19%
Gametek, 4 Mbit
1 to 2 players, quiz, SP2
A tedious quiz-show conversion. A guest appearance by Vanna White is perhaps the only reason we actually gave it a mark at all.

WING COMMANDER (US) 60%
Mindscape, 8 Mbit
1 player, shoot-'em-up, SP5
A big 3D spaceship sim/shoot-'em-up thing. Overrated in its original PC form, and a less-than-sparkling SNES conversion doesn't help matters. But, having said that, it's not actually *bad*.

WINGS II (US) 71%
Alternative names: Sky Mission (JAP), Blazing Skies (UK)
Namco, 4 Mbit
1 player, shoot-'em-up/simulation, SP2
Not as impressive as the screenshots (see SP2) make it out to be, but still an attractive and atmospheric World War I game. It's also the only existing Super NES flight sim where you can actually shoot things.

WORDTRIS (US) 40%
Spectrum Holobyte, 4 Mbit
1 or 2 players, puzzle, SP6
Tetris-based puzzle game, with some potential. However, assorted glaring faults (chiefly that it gives you no time to think, resulting in far too great an element of luck) make it one to avoid.

WORLD CLASS RUGBY (JAP/UK) 74%
Misawa Entertainment Co, 4 Mbit
1 or 2 players, sport, SP6
The only rugby game on the SNES, and a good one at that. Imagine a polished *Kick Off* with odd-shaped balls and you're there.

XAK (JAP)
Sunsoft, 8 Mbit + BB
1 player, RPG

Another Japanese overhead-view RPG, with fairly basic graphics and lots of incomprehensible text.

XANDRA'S BIG ADVENTURE (JAP) 85%
Namcot, 8 Mbit
1 player, platform, SP1
An obscure platform game that ought to be better known, with a great central character. The controls are versatile and unusual and the game's as tough as anyone could ever hope for. Unfortunately, a fair bit of Japanese text spoils things too, but if you're the adventurous type, it's great fun.

XARDION (JAP/US) 26%
Asmik, 8 Mbit + BB
1 player, shoot-'em-up/platform
From the makers of *D Force* comes another disaster! This time it's an *E-SWAT* clone – you control a robot that must progress through different zones, each with a guardian. Sounds okay, but the dreadful graphics, awful sonics, and pathetic gameplay and structure ruin it.

X-ZONE (US) 55%
Kemco, 4 Mbit
1 player, shoot-'em-up, SP6
Nice bit of kit, that Super Scope – shame about the games. This has the dubious distinction of being the best so far, but it still ain't saying much. Oh dear.

YS III (JAP/US) 72%
Tonkin House, 8 Mbit + BB
1 player, RPG
Not as good as the prequel (*YS Books 1 & 2*) on the PC-Engine CD ROM, but this is still a top quality RPG. Instead of an overview of the landscape, you get a scrolling side-on perspective, and though it's not as big as the first two games, it's fun.

ZAN II (JAP) ?%
Wolf Team, 8 Mbit + BB
1 player, strategy
A pretty full-screen map view – and plenty of territory to conquer, but working out what else it boasts proves difficult. Another unintelligible-to-Brits war game. Impossible to judge.

ZELDA: A LINK TO THE PAST (JAP/US/UK) 93%
Nintendo, 8 Mbit + BB
1 player, RPG, SP2
A brilliantly designed and implemented adventure that puts similar games to shame, in much the same way as *Super Mario World* dominates the platform world. This is, of course, utterly fabulous, though *Zelda* addicts may complain it's not quite as long and drawn out as previous games.

Don't forget, if a game's not in What Cart?, then write and tell us. Send the details with a short review to: *Super Play*, 30 Monmouth Street, Bath BA1 2BW. Ta-ra!

SUPER MARKET

Yes, they're FREE ADS! ('cos we love you)

Want to sell your machine? Buy a couple of new games for your SNES? Tell everyone about your fanzine? Or just send a pal a message? Supermarket's the place to do it...

HARDWARE FOR SALE

- Nintendo two games: *Rescue Rangers, Bart vs Space Mutants*. Two joypads. £45. Also Commodore 64, lots of games £70. Tel: (0934) 624948.
- Super NES (US) SCART with five games, Pro Action Replay, four-player adaptor and four joypads. For £320, or swap for Neo Geo SCART with two joysticks and three games. Tel: Alex (0698) 829342, after 4pm.
- Mega Drive with 11 games, including *Sonic 2, Lemmings, Thunder Force IV*. Runs UK/US/Jap games. Worth £500, will sell for a bargain at £210 (+ two joypads). Tel: Jon (0582) 763807.
- Super NES, two joypads, carry case and four games, including *Mario Kart* & *Street Fighter II*. Only three months old. Sell for £235 or swap for Turbografix 16 + one game + £110. Tel: Mike (0827) 261557.
- SNES & 31, yes 31, games. Two joypads, universal adaptor. £650. The adaptor is Spellbound 2 and does not crash on *Pilotwings* & *MK*. Tel: (0483) 423374.
- Super NES (UK) fully boxed. Excellent condition. Two controllers, Jap/US adaptor, five games, including *Mario IV* and *Street Fighter II*. £230. Tel: (0284) 753360.
- Amiga 500 for sale, 1 meg second drive, mouse, joystick, cover, TV mod + SCART lead. Loads of games, boxed, disk storage boxes. £230 ono. Tel: (0372) 739675.
- Sega Game Gear for sale with *Sonic* + *Kick Off* + AC adaptor. Boxed, unwanted gift. £100 ono. Tel: Sam (0706) 226963.
- Atari Lynx for sale with eight games, deluxe carry case, power adaptor. Immaculate condition. £120 ono. Tel: (0252) 542345.
- Game Boy for sale with Nuby carry case, light and magnifier. With *Tetris* and *Super Mario Land*. All this for £80. Tel: (0895) 631929.
- Neo Geo joystick and three games: *Nam 1975, Burning Fight* and *8 Man*. £300 ono. Tel: Brett (0483) 475940.
- Nintendo, nine games, still in box. Sell for £100 ono. Tel: (0324) 29511.
- Micro Genius (adaptor included making it Nintendo compatible). Many brilliant games included, eg *Super Mario III, POWS* and *Super Contra*. Plus cleaning kit. Bargain at £250. Tel: Anne (0707) 642486.
- Game Gear with AC adaptor, Logic 3, carry case and seven games: *Mickey Mouse, G-LOC, Sonic 1* and *2, Putt 'n' Putter, WC Leaderboard* and *Super Monaco GP*. All only four months old. Worth £300, selling for £180 ono. Tel: (0732) 454752.
- Game Boy, excellent condition, with *Tetris* and three great games (*Mario, Chase HQ* and *Blob 2*). Boxed, as new. £80 ono. Tel: (0633) 400213.
- Mega Drive, two joypads and five great games, incl *Sonic 1* & *2*. Unwanted gift. Bargain at £190, or swap for SNES with three to four games.
- Amazing! UK SNES with *Mario IV, F-Zero* and *Super Tennis*. Unwanted Xmas present. £150. Tel: (0223) 215357.
- Atari 520 ST FM, inc joystick, mouse and mouse mat, and over £200 worth of software. Sell for £300 ono. Tel: (0442) 824098.
- Game Boy, *Tetris, Tennis* & *SM Land* for sale. All leads. Boxed. £60. Tel: (0742) 401052, after 2pm.
- UK Super NES with all the leads and two controllers, plus universal adaptor. Box & receipt supplied. £85. Tel: (0349) 852177, after 6pm.
- UK Mega Drive, one careful owner, very good condition, original packaging, eight great games inc *Sonic, Ghouls 'n' Ghosts, Rv Of Shinobi* + more, runs Jap titles. One joypad, stereo SCART lead. Sega A/V lead. £220 ono. Tel: (0924) 490189, after 6pm.
- Atari Lynx for sale with 10 excellent games, carry case, car adaptor and sun visor. Worth over £300, sell for £170. Tel: Sean (021) 705 9886, after 5.30pm.
- Amiga 500 (1 meg), two joysticks, two mice, three disk boxes full of games and other stuff. £300 ono. Commodore 10845 colour stereo monitor, all leads. £300 ono. Tel: (0474) 358190, 4-10pm.
- Joystick compatible with ordinary NES system. Brand new, boxed. Unwanted gift, £8. Tel: (0942) 817104.
- Game Boy for sale, complete with *Super Mario Land 1* and *2, Tetris*, carry case and cigarette power cable. Excellent condition. Sell for £70. Tel: Rich (0742) 644104.
- Game Boy, unwanted Christmas present, in mint condition, battery pack, adaptor, *Tetris* and headphones, £50 ono. (*Mario Land 2* also available). Tel: (0743) 366859.
- SNES, joypad, *Mario IV, Zelda III, Mario Kart*, Action Replay, SN Propad, universal adaptor. All boxed, only £260. No offers. Tel: (0923) 779676.
- Game Gear & AC adaptor, and Gear to Gear cable with battery pack, *Sonic 1* and *Chuck Rock*. £90-100. Tel: (0295) 466951.
- Commodore 64 for sale with three joysticks. Over 40 games included. Fairly good condition. Approx £50 ono. Tel: (081) 470 0054 , after 5pm.
- SNES, with four games, two controllers, universal adaptor. Games including *Street Fighter II, Super Mario, Super Contra* and *Super Parodius*. £150 only. Tel: (0932) 840873.
- Sex! Brand new Game Gear and adaptor and seven games, only £200. ono (worth £300). Also swap *F-Zero* for *Castlevania*. Tel: Jonny (0522) 752546.
- SNES *SFII* set with *Desert Strike* and Pro Action Replay. Three months old and only £170. Tel: (081) 767 7340.
- Game Boy, eight games. Inc *Double Dragon II, WWFII, T2* & *Mario II* & more. £140 or swap for Super NES with a couple of games. Tel: (0352) 755264.
- SNES with five games. *Super Star Wars, Mario Kart, Street Fighter II*, extra pad and adaptor. £250. Tel: (081) 244 0362.
- UK SNES boxed, six months guarantee, three games, *Street Fighter II, Pilotwings, UN Squadron*, Competition Pro joypad, all boxed with guarantee, you would think it was new – £185. Tel: (061) 980 8929.
- Game Gear boxed with instructions, AC adaptor, *Sonic, Sonic 2* and *Shinobi* boxed, also with instructions. Good condition. £80. Tel: (061) 980 8929.
- Game Gear and seven (UK) games and free adaptor. A bargain at £120, no mistake £120, hurry. Tel: (0428) 712320.
- Amiga 1000. 50+ games, Word processing package and new colour printer, work station and accessories. Worth £1,200, sell for £450 ono. Tel: (0525) 210987.
- UK SNES complete *SMBIV*, two pads, all leads used once, perfect condition, £140 ono. Tel: (061) 7994670.
- Super NES (UK), two joypads. Games are *Axelay, Mario Kart, Super Probotector, Street Fighter II*. Worth £320, good condition sell for £220. Tel: Jamie (0638) 578140.
- NES for sale with four games including *SMBI* & *Bart vs The Space Mutants, Mega Man II* & two joypads. Price £99, worth £190. Tel: (0352) 753240.

GAMES FOR SALE

- Will sell *Super Wrestlemania* for £25 ono. Or will swap for another SNES game, esp *Super Star Wars, Axelay, Prince Of Persia*, plus some extra money. Tel: (0272) 653667.
- Super Famicom games for sale: *Super R-Type, Goeman Warrior, Gradius 3, Hole-In-One Golf*, £25 each as new. Also JB King joystick (SF), £30 ono, and MD and GB games. Tel: Scott (081) 518 2062, after 6pm.
- For sale: *Smash TV, Darius Twin, Combat Basketball, Robocop 3*, £30 each. Tel: Paul (0789) 764232.
- Game Boy and Amiga games for sale £5-£10 each; Optime Mid Custom radio controlled car £100; Scalextric; for list tel: (0438) 811501.
- UK SNES games: *Castlevania IV, Zelda 3, Super Probotector*, £30 each, all boxed with instructions. Tel: Rav (0902) 340182.
- SNES games for sale: (US) *Irem Skins* £36, (US) *Pilotwings* £32, universal adaptor £8, *Zelda* £30. Also NES games for sale (£20-£30). Tel: (0262) 671434.
- SNES games: Jap *Street Fighter II* £35, US *Contra III* £30. Boxed. Tel: (0744) 885234.
- *Street Fighter II* for sale, around £45. Manuals included, brand new. Reading area. Tel: (0734) 691120.
- *Best Of The Best Karate, Sim City, Turtles IV, Lemmings* (US). Sell for £30 each. Tel: (0446) 781688, after 6pm.
- UK *F-Zero* (no instructions) £20, Jap *Final Fight* £25. Both for £40. Tel: (0707) 322170.
- UK SNES games, *F-Zero* £30, *Wrestlemania* £35, *Super Mario World* £35, *UN Squadron* £40. Also swap US *SFII* for UK *SFII*. All as new. Tel: David (0483) 768354.
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- For sale, *Mickey's Magical Quest* £27, *Super Mario Kart* £27, *Street Fighter II* £30, all are US versions. Tel: Danny (081) 669 2545.
- *Starfox* (Jap) £40, *Tiny Toons* (Jap) £20, *Ranma 1/2 II* (Jap) £18, *Amazing Tennis* (US) £18, *Super Ghouls 'n' Ghosts* (US) £18, all mint condition. Tel: (0491) 34099.
- *Street Fighter II* £45, *Mario IV* £28, *Axelay* £32, all UK versions. US *Final Fight* £32, games converter £10. Tel: (0789) 488205, between 5-6pm.
- *David Crane's Amazing Tennis* (US) for sale, £25 or swap for another good game (UK/US/Jap). Tel: (0488) 71614.
- UK *Pilotwings* £30, UK *Zelda* £30, or both for £55. Must be able to collect. Tel: (061) 7214601.
- For sale *Mario Kart/World, Super Soccer, Dragon's Lair*. Make offers. Tel: (0642) 465411.
- *Starfox* (US) for sale, £55 boxed as new. Tel: (0252) 613266.
- UK *FI-Exhaust Heat* for sale. £20 or swap for any decent game. Tel: (081) 788 9624.
- *Super Mario World* for SNES (UK), £25. Tel: (081) 546 1610, after 6pm.
- Super NES games (Jap/US/UK) from £20. Tel: (0226) 750422.
- *Super Star Wars* for sale £50. *Mickey's Magical Quest* £30. Tel: (021) 706 0756.
- *Super Mario Land, Super Probotector* and *Super R-Type*. All PAL versions. £30 each. Tel: (061) 336 2175.
- For sale: *Joe & Mac Caveman Ninja* £25. Or will swap for any good games. Tel: Bob (081) 570 2295, after 4pm.
- Jap *Tiny Toon Adventures* and also US *Star Wars*. Unwanted gift. £25 each or £40 for both. Will swap for *Street Fighter II* or *Mario IV*. Tel: (0274) 568301.
- *Super Mario Land II*, (Game Boy), only £16. *Rival Turf* (Jap) SNES, £17. Also comics, 25p each (lots of *2000AD*, couple of manga and independents), 30 for £5. Tel: (0494) 711946.
- Swap or sell these SNES games: *Pilotwings, Super Tennis, Super R-Type* and *Prince Of Persia*. Sell from £20-£30. Tel: (0753) 885634.
- *Super Soccer* + *Dragon's Lair* for sale. £20 each. Tel: (081) 597 1853, after 6pm on week days.
- I always have SNES games to sell or swap. *Desert Strike, NHLPA, Smash TV, Soul Blazer* etc. Tel: (0271) 43854, after 6pm.
- UK *Super Tennis*, perfect condition, boxed with manual. Bargain at £30. Tel: Liam (081) 578 6941.
- For sale: *Parodius* (Jap), *Phalanx* (Jap), *Sim City* (US), all £25. Tel: (0924) 496534.
- Why buy one game for £50 when you

can buy six and a gun for only £35. Tel: Daniel (0227) 794276.
● US *Desert Strike* for sale at £25, or will swap for *Super Fire Pro Wrestling 2*. Tel: (Dublin) 921051.
● *Castlevania IV* £30, *Actraiser* (US) £30, Pro Action Replay (new) £40, universal adaptor £10, Famicom-US adaptor $10. Tel: (0524) 414456.
● *Super Mario Kart + Street Fighter II*, both US carts. Will sell for £60, only weeks old with instructions. Tel: (041) 887 4739.
● UK *Super Probotector* £30. *US Mystical Ninja* £30. Also Games Master converter £15. Tel: Jon (0255) 679428.

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● FREE. Dozens of hints and cheats for tons of games. For this many tips you need to spend £50 on magazines. Yours free for £1 p&p and publishing. Tel: (Maidenhead) 69630.
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● *Mean Game* for sale, Nintendo, Sega and arcade. The best fanzine ever. Issue 1 has 12 reviews, cheats, tips and fun, fun. Only 50p. Tel: (031) 343 6327.
● *Mercury* – new fanzine for SNES, anime, comics and soundtracks. Win a copy of the very rare *Akira* on the NES! Tel: Simon (0846) 678984, for details.

WANTED

● Super NES games wanted.Up to £25 paid for latest games. Tel: (0232) 844473.
● Desperately wanted: *Ranma 1/2 II* and *Tiny Toons* US or Jap. Will buy or swap. Games I'll swap are *Desert Strike*, *Super Ghouls 'n' Ghosts*, *Dragon's Lair*. Tel: (0245) 329490.
● *Hat Trick Hero* by Taito, Japanese football cartridge wanted. Will pay or exchange for another cartridge. Tel: (0236) 738792.
● *UN Squadron* wanted, must be UK version. Will pay £20-£30. Tel: (081) 575 6941.
● Will swap *Mickey's Quest* for *Ice Hockey* or *Basketball*. Will swap *Sim City* for *Super Tennis* or *Super Soccer*. (All US versions.) Tel: (0582) 769152, weekends.
● *Super Play* issue 3 wanted. Name your price! Tel: (Eire) 51-82626.
● Wanted: *Final Fight Guy*, Jap. Will pay £25 to £35. Tel: (081) 805 2789.
● Wanted badly, issue 3 of *Super Play*. Will pay £5 for copy, however must be in mint condition. Tel: (051) 264 0511.
● *Super Star Wars*, American or Japanese. Will pay £40. Tel: Lawrence (0243) 603526.
● Wanted! Any recent Super NES games, up to £25 paid for best games. Tel: (0232) 844473.
● Wanted. SNES games. Must be in good condition. Will pay up to £20. Tel: (0709) 366481, between 4-6pm.
● Sex. Now I have your attention. Wanted: SNES *Super Mario Kart* (UK). Pay up to £35, has to be in good condition, boxed, with instructions. Tel: (0752) 847879.
● *Super Play* issue 3 wanted in excellent condition. Tel: (0933) 677298.
● Wanted. *NHLPA Hockey*, US version for SNES. Pay approx £25 or swap for *Mystical Ninja* (US). Tel: Martin (081) 4490830.
● *Bart's Nightmare*, *WWF*, *Ghouls 'n' Ghosts*, *Soccer Champ*, *Skins Game*. Will pay £15-£25, depending on game. US versions preferred. Tel: Paul (0789) 488205, between 5-6pm.
● Help! Distraught *Mario* player desperately needs issue 3 of *Super Play*. Will pay £5 or over for it. Cheers. Tel: (0293) 882449, after 4.30pm.
● Wanted, SNES games. I will consider any! Also SNES games for sale and/or swap (including *Street Fighter II*, £40). Tel: (0262) 671434, after 6pm.
● Wanted, Pro Action Replay cart, any condition. Price depends on condition. Tel: (0322) 336303.
● Badly wanted: comics of *Ranma 1/2 Part Two*, *Street Fighter II*, *Fist Of The North Star*. Tel: (0734) 832955, after 3pm week days, all day weekends.

MESSAGES AND EVENTS

● Computer and console mags for sale. *Super Play*, *CVG*, *Mean Machines*. 25p to £1 each. Tel: (0476) 860007.
● A book of illustrations by Tsukasa Hojo (the creator of *City Hunter* and *Cat's Eye*). £13. Tel: (071) 2266275.
● Exchange any SNES game you are bored of with mine. Tel: (0232) 844473.
● All RPG fans. I am trying to make Nintendo release more role-playing games for the UK. Tel: Alex (081) 859 7249.
● Comics for sale. *Total Madness*, issues 1 + 2, available now, 3, 4 +5 to follow. Dead gory, violent, funny and just about brill. Tel: (Liverpool) 727 3700 for details.
● Manga comics for sale (English translations). Tel: (0782) 286933.
● Get well soon Steve, we are all thinking of you. From The Chords and the rest of Endon High School.
● S Soon (Hong Kong). Please return my *Starfox* cart as soon as possible to Southsea.
● SNES video vol 2 now available, over 300 new games, three hours. £8. Tel: Raj (021) 773 3102.

SWAPS

● *Swap Super Mario World* (PAL) for another SNES game (esp *Dragon's Lair* or even Action Replay). Tel: (0232) 761878, after 6pm.
● Swap Tamiya 'lunch box' remote control and extras (worth £150) for two SNES games or *Sim City* and other NES game. Tel: (0384) 833602.
● I have *Super Smash TV*, *F-Zero*, *Super Wrestlemania*, *Ultraman* and *Super Mario World*. Willing to swap any game for any other game for UK SNES. Tel: (0637) 830481.
● Swap mint UK *Super Probotector* for US *Aguri Suzuki* or SNES golf game, preferably *Skins*, *PGA*. Tel: (0704) 545162, Saturdays only.
● Wanted: *Turtles In Time* (must be UK), swap for *Probotector* UK, boxed with full instructions. Tel: (0753) 548623.
● Wanted latest SNES games, ie *Desert Strike*, *Ranma 1/2 II*, *Star Wars* etc. Will swap or buy (and others). Tel: (0703) 333140, 6-8pm.
● Swap *Top Gear* (Jap) for *Final Fight*, *Mario Kart* or any other good game, UK, US or Jap. Tel: Paul (0296) 712237.
● Swap *Mario IV*, *Another World* and *Super Tennis*, both mint, non-crumpled boxes and uncreased books, for games of similar quality. Tel: (061) 7959829.
● Swap my *Addams Family* for *Zelda*, *Desert Strike* or any other decent game (ask for Paul in Flat 21). Tel: (061) 8395576.
● I will swap my *Super Wrestlemania* for your *Super Tennis* or *Super Aleste* or my *Top Gear* for your *UN Squadron*. Tel: (0222) 591360, after 6pm.
● Will swap my Jap *Turtles* or UK *Super Ghouls 'n' Ghosts* for your *Lemmings* (must be UK). Tel: (0434) 606736, between 4-6pm.
● Swap my *Dragon's Lair* for *Final Fantasy II* (US), or *Legend Of Mystical Ninja* (US). Must be boxed etc. North London. Tel: (081) 365 3140.
● Swap *Zelda* (UK) for *Lemmings* or other good game. Also *Akira* video, as new £6. Tel: (0679) 62594.
● I have *F1 Exhaust Heat* and *Mickey Mouse* (Jap) to swap for *Mystical Ninja* (US) or *Prince Of Persia*. Tel: (0602) 244529.
● Swap my *Krusty's Super Fun House* (US), *Super Castlevania IV* (UK) and *Joe And Mac Caveman Ninja* (UK) for *Legend Of Mystical Ninja* or *Ranma* or *North Star Ken*. Tel: (0793) 643811.
● Swap my *F-Zero* for your *Actraiser* or any other good game, or sell for £30. Tel: Gregor (041) 9421778, after 4pm.
● Swap my *Mario IV* and £5-£10 for any game (apart from sports sims), offers Tel: Ireland (023) 45379.
● Swap my *Zelda III* for your *Super Probotector*. Eire only, Dublin area preferred. Tel: John (07) 594606, 3-8pm.
● I have *Zelda 3*, will swap for *Prince Of Persia*, *Irem Skins* or *UN Squadron*, or any other good game. Tel: Davie (0555) 894506.
● Swap *Hook* or *Smash TV* for most any other good game. Tel: John (09603) 51360.
● Swap Jap *Lemmings* and Jap *UN Squadron* also US *Super Action Replay Football*. Consider any games. Must be Liverpool. Tel: (051) 920 5366.
● Attention all Super NES owners. Do you want to own *Super Tennis*? Phone with your cart to swap. Tel: (081) 508 8601, evenings.
● Swap *Sim City* (US) for *Mystical Ninja* (US) or *Death Valley Rally* (US). Tel: (0272) 601537.
● Will swap *Mario World* (UK) for *Zelda III* (UK), *Super Tennis* (UK) or *F-Zero* (UK). Tel: (0761) 418665, after 6pm.
● I will swap my *WWF* or *Super Mario Land* for your *Zelda: A Link To The Past* (for the SNES). Tel: (0634) 260405.
● Will swap *WWF* for SNES for *Super Castlevania IV* or *Mario Kart*, or *Super Aleste*. Tel: (081) 451 1377.
● Will swap *Populous* (US) for any US golf sim or sports sim UK/US for SNES. Tel: (0305) 821645.
● My Japanese *Star Wars* for your *Mario Paint* and mouse. Tel: Paul (London) 208 0073.
● I have UK *Smash TV* and *F-Zero*. Will swap for *Super Aleste* or *Parodius*, or *Ghouls 'n' Ghosts*. UK or US versions if possible. Tel: (081) 697 6453.
● For sale or swap. Hellraiser models, Cenobites, Pinhead, Butterfield, characters, Puzzle Box and Aliens models. Sell each £30 ono, or sell all £150, or swap for three to four SNES games. Tel: (0226) 293081.
● Swap *Zelda III* for *Final Fight*, *Super Probotector*, *F-Zero*, *Super Soccer*, or sell for £30. Tel: (0291) 423653.
● I will swap my SNES (UK) *Pilotwings* and *Addams Family* (UK). Both boxed with instructions, for *Prince Of Persia* (UK), *Castlevania IV* (UK), or other offers. Tel: (0665) 577454.
● Swap SNES game. I have *Mario World*, will swap for *Super Soccer* or *Super Tennis*. Tel: Daniel (0742) 436877.
● *Amazing Tennis + Mario IV* to swap for *Starfox* or *Super Star Wars* or *PGA Tour Golf + Hat Trick Hero* esp., or *Irem Skins Game + Pebble Beach Golf Links*. Tel: (0602) 404035, after 5.30pm.
● Want to swap Game Gear, seven games, Master System, converter, AC adaptor, Nikon carrying case for SNES + games. Any offer considered. Tel: (021) 5573835.

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BE!

"I'm cold an' I'm wet an' I'm hungry an' I want to be let in. But (atishoo!) no matter how much I press my nose up against the window, and how much I tap on it with my soggy little paw, they completely ignore me.

I've sold loads of *Super Play* subscriptions, I really have. By just sitting on this page each month, gazing out at you with my big, soppy eyes, I've convinced lots of you of the benefits of a regular supply of *Super Play*s delivered direct to your door. In fact, the *Super Play* team were quite impressed. They gave me a big bowl of Whiskas, stroked me, tickled me under the chin a bit, and then... threw me out in the rain.

They reckon, you see, that if they show you a big picture of me looking *really* damp and pathetic, and then threaten to leave me out here unless enough people subscribe to *Super Play*, you'll clip that coupon in an instant. Cynical? Perhaps. But you're my only chance. (Tishoo!)

So please (sniff!) subscribe. It would be to your advantage as well as mine – all those reviews, tips and news and stuff every month, with no danger of missing an issue. And then I *might* see you next month."

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NEXT MONTH IN SUPER PLAY!

JAPAN VS AMERICA: THE BITTER TRUTH

Have you ever noticed how games seem to somehow reflect the country they come from in the style of their characters and their general presentation? Or how game names and box artwork are often rejigged for each territory? Or how (a sweeping generalisation coming up) Japanese programmers are generally completely brilliant, while American ones are all too often crap?

Of course you have. But why do these national differences exist? *Super Play* investigates next issue.

Left: The American Ken from *SFII* – not a patch on the Japanese version (right).

FIXING YOUR SUPER NES!

Held over from a few months back, our 'everything you need to know about fixing your Super Nintendo' feature is now nearing completion. How can you fix your Super Nintendo if you've managed to damage it by pulling out your adaptor while it's still on? And how do you best make sure nothing goes wrong with your machine at all? We tell all next issue. You can't afford to miss it!

Doing stupid things – and this is *very* stupid – with adaptors can damage your machine. We show you how to fix it next ish.

TIPPED!

Next month we've got tips and player's guides coming out of our ears! There'll be a giant-sized complete solution to one of the biggest games of the moment (though you'll have to wait until next month to see what it is), more on *Exhaust Heat II*, and (because you demanded it!) a Super Player's Guide to that all-time great – *Legend Of The Mystical Ninja*. And that – as you've probably guessed – is only the start.

***Legend Of The Mystical Ninja* – absolutely brilliant, and tipped-to-death next ish!**

JAPANESE GAMES – THE INSIDE STORY

The guy with the big moustache, cool shades, and about eight guns strapped to his back. The new, twice-as-tough bloke who replaced him. The geezer in the armoured robo-suit. The great 'Chainsaw' Charlie Chippersnapper (who was harder than the rest of them put together). The mystery agent we deliberately failed to reveal last month. All have been sent to invade Nintendo's Japanese HQ to find out their secrets, and *all* have failed. Regular readers will be wondering quite what's been going on here.

All we can say is, next month we really, really (really) will have the full inside story on the Japanese games industry. Our bablicious new agent has rejected all this macho stuff, and is just going to charm her way in instead. She simply can't fail...

Nintendo better beware, when our newest agent plies on the charm.

REVIEWED!

Next month's issue will lead with Nintendo's newly acquired *Bubsy* (is it as good as the hype?) and top football game *Striker*, which should romp home as the best soccer game on the system to date. From Japan there'll be Capcom's 10 Mbit *Final Fight II*, ice hockey game *Super Slap Shot*, Bullfrog's *Populous 2* (which didn't quite make it this month), Micro World's *International Tennis Tour*, Human's *Septention*, and loads more.

PLUS!

More of the best RPGs from around the world in our new regular RPG column, a bumper-sized Live From Hell City, the end of one 'popular' *Super Play* column, and the start of another one, and the beginning of a new regular 'classic' spot, where we put a great old SNES game – one you might not have considered before – under the microscope.

The incredible tenth issue of the magazine they're all calling 'that one with the Japanese pictures on the front' hits newsagents' shelves up and down the land on Thursday, 1 July.

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SUPER QUIZ

THE ANSWERS!

And here they are – the answers to the quiz on page 13. So now you can check yours against them!

1) Nigel Mansell
2) Olympia, London
3) 3
4) Over the 'o'. (*Möbius*)
5) There isn't one
6) Satoru Nakajima
7) 0' 59.84"
8) Throw a strong punch after doing a sonic boom, and then do a squatting punch. Then do another sonic boom, and follow it with a clothesline punch.
9) Akane
10) i) 15.
ii) The fractional part of 2020 divided by 40 is 0.5, which, multiplied by 50, is 25.
iii) The integer part of 16,000 divided by 808 is 19.

That gives you the letters 'o', 'y' and 's', which can be rearranged into Syo, who's a seal.

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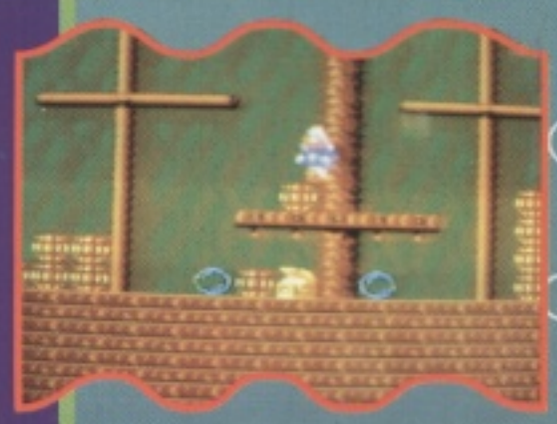

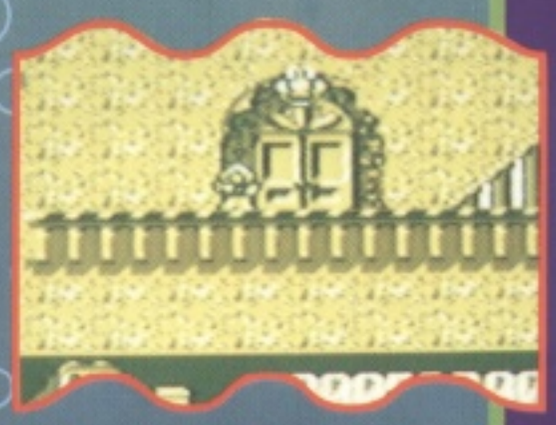

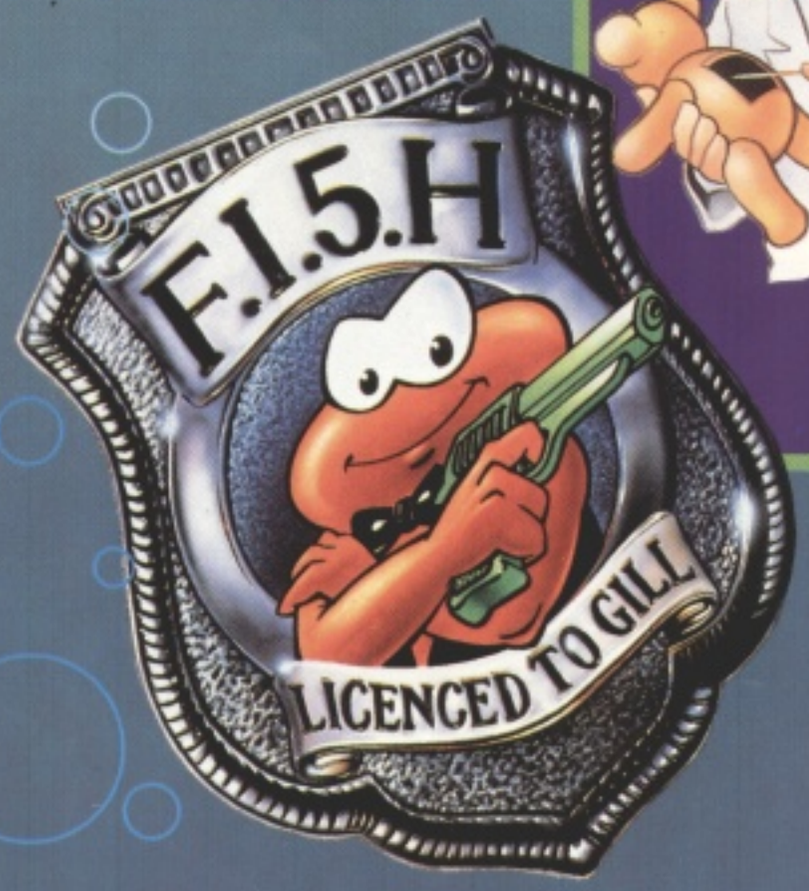

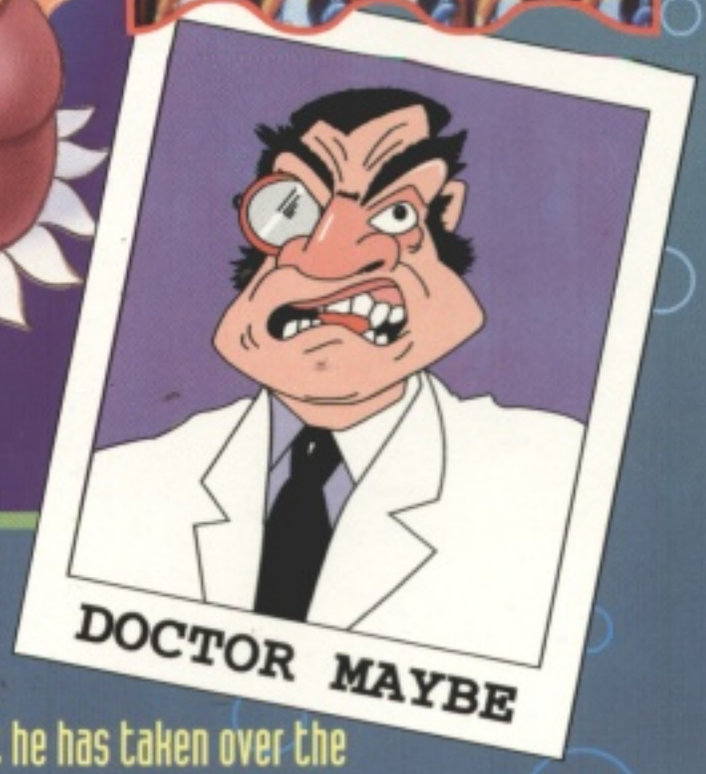

Pond:
Dr. Maybe is back!

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